

IRRESISTIBLE *force*

Issue 3 – August 2003

Bi-Monthly Warhammer E-zine



Featuring Our First Ever Battle Report
High Elves vs Dark Elves

Inside: ■ Asharr - Warhammer Comic ■ Warhammer Tactica ■ RIP – Mike Allen Column ■ Making Magnetic Bases ■ Judge Jeff - Jeff Galea Rules Commentary ■ High Elves vs Dark Elves – Battle Report

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 <p>Issue 3 – August 2003</p> <p>Editor: Andrew Galea Contributors: Andrew Bishop, Mike Allen, Javier Centenera, Ken Ferris, Jeff Galea, Andrew Galea, Stan Veneros, Keith Williamson, Kent McIntosh, Charles Black, Geoff Tewierik</p> <p>IF Logo Artwork: Darren Whittam</p> <p>IF Online: http://www.irresistibleforce.net</p> <p>Email: editor@irresistibleforce.net</p>	<p>Once again we have contributions from some of Australia’s finest Warhammer generals. And I am excited to announce that Issue 3 sees the launch of two new regular columns by Jeff Galea and Stan Veneros. I have received a few articles from overseas players (thank you very much!) and the next issue will feature one or two articles from our fellow gamers across the world. Once again I just could not fit them in this time.</p> <p>Undoubtedly the jewel in the crown for this issue is the battle report between the High Elves and Dark Elves. I have wanted to do one for a long time and at 17 pages it took over half of the time to create the whole magazine! I hope that it will inspire some of you out there to do a full blown battle report like we have done. I can definitely say that I do not have the time to do one every issue so I am relying on you guys out there to take the time to put something together. I can say it is a very rewarding experience. I hope you enjoy it!</p> <p>Well I have been busy designing, painting and playing my Dark Elf army and it is a lot of fun and very challenging. I attended BIV IV since the last time we spoke and will hopefully make the trip to MOAB in October with the Druchii. You never know, I may just jag myself a placing! :)</p> <p>Beside that I was unable to resist the new Beastmen army list and figures so I have made a few purchases and am building a new Beastmen force to field in tournaments next year some time.</p> <p>Well hope you enjoy! And send in any feedback that you have. See you all next time.</p> <p>Until then, happy gaming.</p> <p>Cheers,</p> <p>Andrew Galea Editor</p>	
 <p>The winner of the Spot Itchy competition was Jason Bury of NSW Australia. Congratulations Jason. Unfortunately Itchy was on vacation during the making of this Issue hence has not made a return appearance. Perhaps in the next issue.</p>		

Warhammer Tactica

By
Andrew Bishop



PART II - The ‘basic tactical principles’ in attack and defence

Andrew Bishop returns with the final chapter of his Tactica article. The first part appearing in the last issue of Irresistible Force. Take it away Andrew!

The next part of the “Warhammer Tactica” article covers some specific things to consider and keep in mind in Attack and Defence. There are a number of basic principles generally adhered to worldwide by armies. They are worthwhile keeping in mind and applying even to win our games of toy

soldiers. Part of your plan and deployment should have already been to decide whether your plan would be predominantly offensive (attack) or defensive (defence). All of your forces may be attacking or defending, or you may be doing a mixture of both. For example, you may be defending with the majority

of forces, but attacking one flank to disrupt the probable enemy plan. As long as you have formed your plan, deployed accordingly and keep the following principles in mind, you should be able to follow the plan through to victory.

IN ATTACK

Concentration of Force.

As the famous saying goes: “Why use nutcracker to crack a walnut... when you can use a sledgehammer?” As long as you don’t care about the nut afterwards, a sledgehammer is actually the quickest and best way to crack a nut. In WFB, the

victory conditions predominantly rely on destruction of the enemy army. In other words, you don’t care about the ‘nut’ of the enemy army. You can therefore use the heaviest force possible to destroy the enemy. Concentration of your best troops in the largest number available will ensure victory

against the enemy’s key units.

Don’t play ‘fair’. By this shocking statement, I don’t mean you should be a poor sport and cheat or twist the rules. . I mean that you should not necessarily take on his best troops with yours. This is simply a shore way to have your best troops killed! There doesn’t

need to be anything sporting or evenly matched about the battles your troops fight. It is far better to take on his weakest troops with your best troops. Overwhelm him where possible and ‘strip’ all the supporting units from his main combat units in order to set them up to be defeated in subsequent turns.

Concentrating your whole army onto just one or two key enemy units whilst delaying his other units will always bring victory, if it can be done. This is the aim of concentration of force.

Firepower.

If your army relies on shooting, war machines or magic, then that firepower must be brought to bear on the enemy as effectively as possible. Pick ‘high payoff’ targets. This does not necessarily mean the highest points-value targets, but rather the most crucial targets that you can reasonably expect to destroy with shooting. It is no point trying to destroy a 50 strong unit of goblins with a d6 hits per turn spell, whereas a unit of 10 gobbo wolfboys may be much more easily destroyed. The wolfboys are therefore a more realistic and higher payoff target.

Maintenance of momentum

Maintenance of momentum is all about retaining the initiative. Keeping your forces moving and making the enemy react to you, rather than you reacting to him. This will ensure that your plan is being executed, whilst his is not (since he is reacting to yours). If you have punched a hole through the enemy centre, or defeated one of his flanks, do not delay and regroup your forces, but rather continue the momentum and turn to attack his now vulnerable units in the flank or rear. As everyone knows, it is hard to stop something when it gets ‘on a

roll’, and a victorious Warhammer army is the same.

Reserves.

Use of reserves is often an overlooked aspect of tactics in WFB, but a potential game winner. Committing the reserves at the right moment can turn a minor advantage one way or the other into a decisive action.

Reserve forces are very important to enable you to concentrate on foiling the enemy’s efforts to interfere with your plan. Reserves should be placed where they can react to the most likely threats to your plan, or where they can most easily exploit your initial success. The best reserve forces are fast, hard-hitting troops. This means you should often keep one of your best units in reserve! This is OK – try to win the battle with your core troops and throw your quality reserves into the place they are likely to tip the balance towards success.

Don’t reinforce defeat! Players often reinforce defeat by throwing in troops where others are being defeated, or into an area where an attack is failing. The best places to reinforce are those where you are successful, or where the game is in the balance. By reinforcing these areas, you can achieve that vital local victory which can turn the tide of the whole battle. Do not throw your reserves in to just ‘buy some time’. Use them where they can actually achieve something.

Enemy Reserve.

In the same way that your own reserves are important, the destruction of the enemy’s reserve will take away a lot of flexibility and options in his own plan, or ability to react to yours. Inability to influence the battle in key areas with his reserves can ensure that the

local battle swings your way.

Rapid Reorganisation

Occasionally one or more of your units will find themselves disorganised or out of position having destroyed or pursued an enemy unit. Do not spend too much time with these units reorganising them. They need to get back into the battle if they are to influence it at all. Likewise in your plan, some units may be given roles that differ at various stages of the battle. For example an infantry unit may be tasked with moving as quickly as possible to a hill, defeating some skirmishers and then protecting a flank of the army main-body following behind. The transition between these phases requires rapid reorganisation of the facing and formation to carry out the roles allotted for each phase.

Penetration.

If the enemy battleline can be penetrated, he will be faced with a dilemma. Your troops will be in a position to charge his units in the flank or rear by virtue of the penetration. Anything that causes doubt in the opponent’s plan will help your own plan to work. Penetrations should be reinforced if possible to further enhance your advantage. They are often a good place to commit reserves to exploit the success of the penetration.

Penetrations are the ideal spots to start attacking his flanks and rear, where his troops are most vulnerable to defeat and panic. Penetrations should be aimed for and exploited wherever possible.

Secure Flanks.

Secure Flanks are vital in the game of WFB, as they are in real life. Flank security should always be considered in your plan. Remember though that

there are many ways to achieve flank security. It could be through the anchoring of your flank with impassable or difficult terrain that will slow any rapid movement onto your flank. It could be through the physical placement of a unit on the flanks of other units, or simply the threat of counter-charges by reserve units on any enemy units attempting their own flank charges.

Another often-overlooked method of securing flanks is simply through speed of movement. If your attack moves fast enough, enemy units will often not get the chance to move into a flanking position, or will be caught out of position. This can enable the use of flank guard or reserve units elsewhere. The German “Blitzkrieg” of the Second World War used this principle of rapid movement and shock-action to defeat the enemy before they were able to attack the long and vulnerable German flanks.

Retention of the Initiative.

Visualise the battle. Anticipate what your enemy is likely to do, and attempt to stay one step ahead of him. Consider how he will deploy, and what forces he will be relying on to defeat you. Wherever possible, these forces should be targeted or neutralised. This could be as simple as allocating suitable forces to defeat them, or delaying troops to keep them out of the battle whilst you defeat his army elsewhere. Picture where you will deploy units according to your plan, and where they will be moved to during the game.

Anticipate what is likely to happen. Despite the random element in the game introduced by dice rolls, some troop types are always going to beat others. You must know the odds of

various occurrences, and plan accordingly.

Formulate a plan. Come up with your battle-plan before the battle, and *stick to it!* Do not be tempted to change your plan of battle by the enemy’s actions. He should be reacting to your plan and not vice-versa. This doesn’t mean that your plan should be rigid and unable to be modified. Your plan should have an overall aim, but should incorporate some flexibility to react to contingencies.

Surprise

Surprise can be a game winner if it can be pulled off. Some armies have the advantage of troop types with special rules allowing them to really make full use of surprise. Scouts, tunnellers, miners, and some khemri “came from below” types spring to mind here. When using such troops, I’d recommend using them more cunningly than most. If you have an army with these troops, keep the opponent guessing as to whether you are using them, or do not always opt for the hidden (or special) set up. If he does not know whether they are present or not, or will be arriving later, the seeds of doubt are sown in his mind!

The other aspect of surprise has nothing to do with special rules. In the real world, surprise can be gained using troops hidden by terrain. However due to the “god’s eye view” that Warhammer players have of their troops and their opponent’s this cannot be used. Surprise in Warhammer can be achieved though by simply *doing the unexpected*. Use an unorthodox deployment or method of using particular troops to unsettle your opponent and make him think twice about his own plan. Use normally defensive troops aggressively or something of the sort. This is easier said than

done, but when you think about it, there are many things that can be done. The key is just think about how your opponent would expect you to deploy or use certain troops, and then don’t play to his prediction. Doing something different will throw him psychologically right from turn one.

IN DEFENCE

Use of Ground

The use of terrain is particularly important in defence. If you are defending, you need to use terrain to your advantage to break up the enemy attack. If his forces get to you in a coordinated and intact manner, you will be at a disadvantage – the opponent will be able to choose the time and place of his attack.

Use impassable or difficult terrain to assist your defending troops by disrupting or delaying parts of his force. He will be slowed down by passing through such terrain, or will be “channelled” between the terrain into “manoeuvre corridors”. These corridors can more easily be defended by well-positioned troops to maximise the channelling effect, or covered by missile troops for concentrating defensive firepower without interference by other enemy troops elsewhere on the battlefield.

All Round Defence

Since a defensive position is generally more static by nature than an attacking force, it is important to protect the flanks and rear of the force. This is done through “all round defence”. Put simply, this means that there should be security provided to the force, no matter what direction the attacker should come from. This is simplified for players in Warhammer by the fact that the

enemy is forced to come from a particular direction (ie. the other side of the board) by the game mechanisms. Some armies however do have troops that can deploy or enter from the flanks or rear, and these must always be taken into account. Other armies or troop types are so mobile that they can rapidly move around the flanks or rear, so all round defence is important in nearly all games.

Flexibility

Flexibility in a plan is essential, and should be built in right from the start. Whilst I have previously stated that you should not react to your enemy's plan, this is not the same as not remaining flexible. The best plans have flexibility built into them to allow for contingencies whilst still following the main plan unchanged. The flexibility is built into the plan so it doesn't need to be changed.

Use of reserves, and consideration of possible reactions to enemy moves ahead of time are two good ways to ensure flexibility. Your plan should not be so rigid that it cannot be changed if things are going really horribly wrong.

Use of Reserves

Reserves are just as important in defence as attack, and perhaps even more so. Reserves should be positioned somewhere they are unlikely to be interfered with by the enemy, but able to reinforce your army's battleline when and where needed.

As in attack, the force selected as the reserve should be fast, hard-hitting troops - often one of your best units. Once again, try to win the battle with your core troops and throw your quality reserves into the place they are likely to tip the balance towards success.

Mutual Support

Your units, particularly if they are missile troops should be positioned with mutual support in mind. The enemy should not be able to attack one of your units, or part of your battleline, without the threat of interference from other parts of your force.

With shooters, they should be positioned so that enemy cannot attack your units, without first being subjected to the fire of the defending unit plus a number of other units. Think about the terrain, the enemy's approaches and the fire lanes that will be created. Pick areas where the enemy will have to concentrate or move through to launch an attack. These become your "killing areas" and your missile fire should be able to fire into these. Melee troops should also be able to charge into these areas to intercept, block or preempt the opponent's troops.

Depth

The key to the principle of depth is layering your defence so that the enemy cannot simply punch through part of your line and be given free access to the rear and flanks of your army.

Depth can be achieved physically by having reserve lines behind the first, or by using other formations such as chequerboard or echeloned units to make it difficult to just punch through in one move. Formations such as these will be covered shortly.

In Warhammer, as in most games (and in real life), letting the enemy into your flank and rear spells sure defeat. If you can stop his units from just moving around the flanks or punching through a section of the line that allows his units to turn the breakthrough force into you flank or rear, depth has been

achieved. Depth positions also tie in with reserves by being a ready source of reinforcing and reserve units for hard-pressed front line units.

Concentration of Force

As in attack, firepower or melee force should be concentrated in order to defeat the enemy's most dangerous units. There is little point in using three cannons to fire at three different units that are 20 strong. Concentrating all three on one of the units will however have a much better chance of reducing the unit to an ineffective strength or causing a panic test. This allows all of the cannons to concentrate on another unit next turn. In this way, over subsequent turns, the cannons could feasibly take two or more units out of the game, whereas firing separately over the same period they probably would not achieve the same effect.

The same principle holds true of other missile troops such as hand gunners or bowmen, but also of melee troops. These should be concentrated at the most vulnerable point of your line, and used to strike at advancing enemy units that are most dangerous, or simply provide the hardest defence at the critical spot.

CONCLUSION

Hopefully this article has stimulated a little bit of thought on how tactics and tactical principles can be incorporated into Warhammer games. It is often better and more satisfying to create a seemingly 'weak' army list and try to use tactical principles to defeat even the 'hardest' looking armies on paper. Your 'weak' army will get top composition marks at tournaments, and look inoffensive to opponents in friendlies, but you will be able to use it like a master!!

Such thought and application of tactical principles can be the difference between winning and losing your games. When you are reading articles or books on historical battles and tactics or watching other people play, making both mistakes and great moves, consider how they could apply to your games of Warhammer. Use a bit of lateral thought and ask yourself how the information gained from the battle can be applied to your own battles. Through thought and experience with your army(s), you will build up a formidable arsenal of tactical knowledge, methods and techniques.

Good gaming, and may you become the Alexander, Napoleon or Rommel of the Warhammer World!!



***Byshe the Putrid –
Rommel of the Chaos Wastes***



***Andrew Bishop –
Try-hard Warhammer tactician
Twins separated at birth?...you
decide!***



Remain in Play

Warhammer Opinion Column by Mike Allen

The power or the passion?

With the tolerance of our editor I have decided to indulge myself in reflection. This is a mental reflection, the sort you do when you don't like what's reflected in the mirror! So picture this grey haired warrior tucked up in front of a roaring fire in winter, dogs at his feet and staring into the flickering flames ...

Like many who read this e-zine I participate on a number of email lists, particularly Ozgamers (<http://groups.yahoo.com/group/OZgamers/>). Well, OK, participate is probably an overstatement but I lurk with intent at least. I recently reflected that since I first started with the original Direwolf list in the late 90s there have been many people who've come and gone. I wondered what is it that keeps someone playing Warhammer Fantasy or any other gaming at all. I personally have been wargaming since I was 15 (I'll let those with powerful calculators work out how long that is).

To read the mailing lists you'd get the feeling that it's all about competitive play, particularly tournament play. There is much discussion about army balance, rules and player behaviour which is interesting and at times amusing. The question is though, do tourneys really matter and what purpose do they serve?

I think for some, maybe many people it is the "power" of competing and becoming a "name". An interesting observation though, is it that many if not most of the "names" from the late 90s have faded away. I think people who get

their kicks from the "power" of winning soon find it rather hollow, as no matter how much we love it WFB is not featuring on "Sports Tonight" any time soon. In sport the motto is "the game is bigger than the player" and it's true of WFB as well. I can't really remember who won what five years ago but I can remember the events, the people and the fun I had. I also know I'm having as much fun today as I was then, perhaps more.

To me longevity in wargaming is about the "passion". The fun to be had in planning an army, choosing the figures, painting and modelling is far greater than actually playing the game. Tourneys are about the "event". The atmosphere, meeting old and new opponents, admiring others skills as modellers and players and having some genuine fun. For the older player I think it's very much about an escape from the day to day strains and pressures of life. Something perhaps that keeps you in touch with the wonder and excitement of reading your first fantasy novel or buying your very first figures. Oh, who won? I don't remember, but they had a nicely painted army.

I walked into the local GW shop last Friday to pick up a copy of White Dwarf. It was games night and around 20 or so 12-16 year old boys were doing something that vaguely represents wargaming. You've got to say though they were having fun. Looking at them I thought that maybe just one of these young people will still be gaming in ten years time. Once they discover girls, careers and other temptations they'll put aside their toy soldiers forever and accept the everyday world. Some no doubt will be happy

with this. In ten years time, assuming I'm still around, I'll still be painting toy soldiers and putting them on the table. I felt a little sorry for them and wondered if they'd ever understand what they'd lost. That connection to their youth, the outlet for creativity, an escape from the mundane, an opportunity to indulge in make believe and to do so with like minded people from all walks of life.

So for me it's all about the "passion" and a lifelong journey in gaming. So for those who feel the tug of girls and careers take my advice. Put those toy soldiers in a strong box and label them. Make a pact with yourself to take them out and put them on a table the day after your 30th birthday: you won't regret it.

Mike



*Mike Allen –
The "Father Figure" of
Warhammer Fantasy Battles! -
Ed*

Rules Query?

Have you got a rules query for "Judge Jeff"? Then send in your questions/comments to editor@irresistibleforce.net and the best questions from each quarter will be published in Jeff Galea's column.

Making magnetic bases and movement trays for your armies.

By Geoff Tewerik

Nothing makes a game of Warhammer play faster than having movement trays for your models. But there is nothing worse than having to set a unit up on the slope of a hill and have the models slide or fall off your movement tray. There is an easy solution to this, magnetise them. The following is a guide on how I went about putting together magnetic bases and movement trays for my army.

Materials Required:

- GW figures on bases
- GW movement trays
- Plastic Model Glue
- Magnetic Sheetting, I used licence plates (\$5.10 Super Cheap Auto) Also available from Car Accessory Retailers.
- Washers, 3/16th or 1/4 inch your choice (\$18.25 for 2500 from Bunnings)
- Superglue, (\$0.45 Bunnings)
- Gaffer Tape, (\$3.50 Bunnings)
- Scissors, ruler, Exacto knife

* Note all prices are in Australian dollars

knowing that the base my spearmen are on is 20mm square I worked out that I need a movement tray that was going to be 100mm x 120mm. I trimmed the smaller GW movement tray with an exacto knife (I now use a small saw) so that I could stick it together with the larger movement tray to make one tray big enough for my unit. The trays were trimmed neatly so that they would glue flush together.



GW Movement Trays

I now placed the two movement trays together on a flat surface and ran a line of Plastic Model Glue down the join between the two trays. I then cut a piece of gaffer tape to the length that would fit inside the edge of the movement tray and stuck it down the length of the join to give added bonding strength. I flipped the new tray over and added another piece of gaffer along the bottom of the join.



Materials

OK first off I decided what size I wanted my units to be. In this case I was making a unit of 30 spearmen, i.e. 5x6 models. So



Gaffered Tray

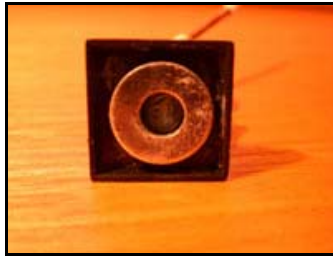
I then measured up a magnetic sheet to be 98mm x 118mm in size. This is slightly smaller than the inside of the tray to

reduce the chance of the magnetic sheet buckling. The sheet was the super glued into the movement tray with the magnetic side facing up.



Magnetic Trays

3/16th washers fit under a plain GW 20mm square base. Two washers stuck one on top of the other brings the metal just past level with the bottom of the base allowing for good contact with the magnetic sheet. I found that a 1/4 inch washer didn't fit under the 20mm base, so I cut it in half with some bolt cutters and glued both halves one on top of the other under a 20mm base.



Washer under model base.

The models were then placed into the movement tray and set up as if playing a game.

Points to note:

* You can reverse the method I used and glue the magnetic sheet to the bottom of the base and stick a thin sheet of galvanised steel into the movement tray, or use it as a movement tray on its own.

* Leave the models on their side so that the fumes given off from the glue drying don't mark the magnetic sheet

* You could use 1/4 inch washers for 25mm bases, do a trial fit first.

* For the old style slotta bases 2 halves of a 3/16th washer will fit.

* Monster bases will require the removal of the lugs under neath. A chisel blade for an exacto knife works a treat.

* Don't forget to flock your bases and trays to match, I haven't gotten to mine yet.

Experiment and see how you go.

Special thanks to Bishnak Fatgutz (Andrew Bishop) who's massive horde of gobbo's inspired this effort.

Cheers,
GT
tDoW

Judge Jeff: Panic in Warhammer Battles.

*"Judge Jeff" is a new regular column where Jeff Galea will discuss and clarify certain "grey areas" in the 6th edition rule set. Jeff is a regular tournament player in the Sydney area and has had considerable success in the last 2 years having won several tournaments playing High Elves and Chaos Warriors. Order in the court...Judge Jeff is presiding! :)
By Jeff Galea*



Welcome to my first column of what I hope to be a regular contribution to this great publication.

Warhammer is a great game, it is a simple game in theory, destroy thine enemy!! Ahh but if it was that simple... Knowledge of the rules can go a long way in helping you, as a player, in making the correct decisions in moving your troops around the battlefield. It can also aid in preventing possible misunderstandings with your opponent. There are numerous rules that we must try to remember and with so many variables sometimes there is no clear answer to problems that

may arise during a battle. In each publication I will choose a topic or an area of the rules and hope to clarify it. I will be referring to the rulebooks and my experience as a player in an attempt to simplify the ever-growing list of special and not so special rules. When I say clarify I mean to interpret them the best way I can, I am by no means claiming to be infallible. I will, hopefully, give a guideline that seems to be the most accepted interpretation from studying the rules books, talking to players and observing other players in action. This month's topic of discussion is **PANIC**.

Panic can be the destroyer of the most thought out plans, it can leave your army in tatters and can snatch defeat from the jaws of certain victory!! Conversely, you can use panic to destroy your opponent's plans and to snatch victory where defeat was imminent.

Below is a summary and explanation of the current rules regarding panic. These are taken with reference to the Warhammer rules book, the 2002 Annual and the 2003 chronicles.

There are 6 ways in which a unit may panic (taken from page 80, Warhammer rulebook):

- 1) **Fleeing friendly unit within 4” at the start of the turn.** This is simple and straightforward. Important note to remember is that you only take a panic test if the fleeing friends are of **higher unit strength** than the unit in question. Also, if 2 units are fleeing then the **combined unit strength** is added together (remembering that both units must be within 4” of the testing unit).
- 2) **Friends break from close combat within 6”.** This test is taken at the end of the close combat phase. Units with unit strength of 5 or more on their **original profile** will cause panic if broken in hand to hand combat. This is simple when a unit of 20 warriors break or a unit of 5 cavalry break. Even the 2 remaining models of a 20 strong unit will cause panic if broken. However, there are a few guidelines to remember when single models are broken in this way. I have summarised the rules below and given examples where appropriate.

A single chariot will not cause panic (chariots are unit strength 4). However, a character riding in a chariot will cause panic, as it is unit strength 5. Characters on foot or on a mount will not cause panic if their unit strength is less than 5. Example, hero on Pegasus (unit strength 4) will not cause panic but a hero on a mantichore (US 5) will.

On destroyed units in combat there have been clarifications as well. If a unit is destroyed it cannot be broken but its destruction will cause panic. The above stipulations still are relevant (US 5 etc...). One important amendment to the rules (page 132 of the 2002 Annual). If a **unit has one model left** at the start of the combat phase then it will no longer cause panic, regardless of the size of the original unit.

Other problems arise from war machines. Chronicles 2003 (page 132 under *War Machines*). “Do destroyed war machines cause panic? Answer. Yes.” So **destroyed war machines do cause panic** but nothing is mentioned about war machine crew broken in hand-to-hand combat. I have found that most players agree that **broken war machines will cause panic** if broken since they do cause panic if destroyed.

- 3) **Charged in the side or rear while engaged in combat.** The rulebook clarifies that the panicking unit must be engaged in combat at the start of the turn. Also, the charging unit must be of unit strength 5 or more to cause panic. Note, skirmishing units will not remove ranks when charging in the flank or rear but will cause panic if they are of unit strength 5 or more.
- 4) **Fleeing friends destroyed by charges within 4”.** This also causes a few problems. When a unit flees from a charge you must roll the fleeing dice and move them to their final point on the battlefield. If the charging unit reaches them, at that point you must see if friends of the fleeing unit are within 4”, if so a panic test is required. The panic test is only required if the fleeing unit was of higher unit strength than their friends.
- 5) **25% Casualties from shooting or magic.** This is fairly clear in the rulebook. Exceptions are war machines that never take panic tests from casualties from shooting or magic. Character mounts, chariots etc... also never take panic tests in this way.
- 6) **Unit wiped out by shooting or magic within 4”.** This is similar to the broken in combat panic test. Originally any destroyed unit caused panic to friends within 4 inches. Now only units that are **equal to or greater than unit strength 5 on their original profile will cause panic** (page 140 chronicles 2003). As stated above, war machines will cause panic if destroyed from magic or shooting.

The important thing to remember that at all times, a unit that fails their panic test moves away from the source of the panic and then in subsequent turns moves towards the nearest table edge.

Cheers and see you all in the next publication.

Jeff Galea.

Keef Da Beast **- The Gathering of the Beasts.**

Army Spotlight by Keith Williamson

Keef Da Beast is a victim of Chaos mutations , and seeks vengeance against the tormenting chaos gods that have turned him and the peaceful forest dwellers of the forests of Ingleburn. So Keef has gathered a great horde of tortured beasts to his banner in search of a glorious death. Most of the army was begged and swapped and bought via mates such as Morgrim and Ben and WargamerAU's buy swap and sell forum.

Characters

The Characters in the army are just stock standard , also Dust da beast is the special character model from the chariot , I use him as my Staff of Darkoth wielding shaman. I painted 2000 points up for WargamerAU in less than 6 weeks, that's a record for me , and they came out alright for such a rushed job. I only got 4 practice games in before WargamerAU so I was really lucky to do as well as I did.



Keef Da Beast – Army General



Sal – Shaman



Dust – Shaman (Special Character model from Chariot)

Core Units

The core units are nothing special, the ambush ability is handy, but more often than not they get themselves into trouble or I forget to bring them on altogether. But the skirmishing herds are handy, combined with the chariots and hounds the army can do well.



Herd – Combination of Gors and Ungors with the Centigors in Support



Hounds – Good support for the herds and chariots in the army.



Chariot – Core chariots provide great impact for any Beastmen army.

Special units

The **centigors** have been posing as Marauder horsemen with flails until they get their own rules when the book comes out. I used the old plastic beastmen and some elven horses I had laying around , a bit of milliput and some flock as fur and my Centigors were born.



Centigors – Amazing conversions to produce fantastic Centigors.

The **furies** are a handy unit, not really a beastmen unit I know, but harpies sort of fit the bill, I had 6 dark elf harpies that were going to do the job, but I was home sick one day and spoilt myself and bought 8 of the new furies, added a little fur to their back and they became “furrys” rather than furies.



Furies – in a Beastmen army Keith? Hmm... :) – Ed

I love the **Minotaurs**, they add real character the army , and scare everyone into thinking they are real threat!



Minotaurs – Much maligned but with some rules changes in the new army book they can be quite devastating in the right situation.

Rare

Dabeast

The real hard hitter in the army is the Drake , he is awesome hitter but ranks and numbers can take him down easily.



Drake (Now a Shaagoth in the Beastman army book) – another great conversion combining a Dragon Ogre and Minatour Doombull.



NO! This is NOT another Beastman conversion! This is Keith Williamson, one of the best modellers and generals in Warhammer Fantasy in Australia.

Thanks Keith! We will hopefully be spotlighting some of Keith's other armies in future issues of Irresistible Force. They are all as spectacular as his Beastmen horde. – Ed

The Tactics Surgeon: Warhammer without Magic.

“The Tactics Surgeon” is another regular column that is starting this issue where Stan Veneros will offer his insights into the tactical elements of Warhammer Fantasy battles. Stan hails from WA, Australia and is the driving force behind www.wargamer.au.com.

By Stan Veneros

It's 11:30 pm Friday night and I have just finished a game of Warhammer with veteran WA gamer Mike Ward. After about 20 minutes of discussing what worked and what didn't I came to realise that discarding magic by not including any sorceress' what's so ever in a game is a viable option, it enables some great tactical benefits and the basis for this article.

During the inaugural Perth GT, which I had entered with the Dark Elves, I was forced to go magic heavy to make up my points, I took Morathi, as I had not yet completed painting all my intended units that I wished to field, and she was nearly 500 points...WOW my army was ¼ painted with one model!!!!

Witnessing the Pro's and Con's at the Grand Tournament by going heavy magic and being able to playing many games since, magic is now no longer a high priority in my armies. Why? Let me explain.

Warhammer is about Fantasy battles and for *me* focuses on regiments, swords, shields, armour, combat bonuses and psychology, all of which are crucial factors in every turn of the game including your opponents. In a standard game, let's take for example Pitched Battle, a popular tournament scenario. The game duration is 6 turns and therefore any wizards, sorceresses or shamans will have 6 opportunities to unleash any spells they have with the possibility of casting with Irresistible Force and an equal

opportunity to miscast. Another point to take note of in regards to magic is most armies need to roll for their spells and at times this leads to ineffective/unwanted spells, which we have all experienced I'm sure.

But the combat phase is a far more simple and more **reliable** and usually determines a winner that round. Having the ability to strengthen your forces combat factor by allocating the resources normally assigned to magic, will increase your chances in defeating your opponent's main unit or any regiment he or she may have. In the past my armies consisted of two magic users, both of which were level two, that's a big saving on points. For example (looking at the Dark Elf army):

Lvl 2 Sorcerer (2 dispel scrolls) = 180 points

Level 2 Sorcerer (power stone, soulstone) = 180 points

That's 360 points and almost 1/5th of your 2000 point army!!

Let's see in detail what these sorcerers have to offer. We do know for certain they will provide the army with two extra dispel dice, 4 extra power dice, with two dispel scrolls in support and four **randomly** determined spells. These sorcerers lack the ability to make my opponent feel uneasy, and will be lucky enough to see a high powered spell (10+) successfully cast during the game. They do however provide me the assurance of magical

defence. But what if my opponent has done the same thing? Well it becomes a level playing field, but it does not have to be. I tend to think you will be better off spending the points (saved from having no sorcerers) on Heroes and tool them up to fight and win!

Not only will your heroes help you win the combat in your turn but in every turn the combat continues (your opponents as well). There are 12 possible turns of combat in Warhammer Fantasy compared to just six of magic. You decide which to dominate!

Now be warned, this tactic is no way geared towards new players, experience is essential and sound knowledge of the game's mechanics is a must. A veteran gamer does know which magic spells to let through and which will need close attention. Take a close look at your army's magic items and see if you can fit one or two anti-magic Talismans to your fighting hero's.

And above all have fun winning ;)

Stan Veneros

Asharr – Chaos Dwarf Sorcerer

By Javier Centenera

Once again we are privileged to present Irresistible Force's very own comic strip. "Asharr – Chaos Dwarf Sorcerer". Javier Centenera is a graphic designer by profession and a well known Warhammer general in Sydney winning his first tournament (MOAB 1999) with his "Snow Skaven".









Collecting Dark Elf Force

By Andrew Galea

There are several things that lured me towards collecting a Dark Elf force.

My other Warhammer Fantasy armies are Orcs & Goblins: an unpredictable, tough, boots ‘n’ all army and Dwarfs: stoic, predictable and defensive. Therefore I found a “gap” in my army styles, and that was for a highly manoeuvrable, highly disciplined all out attacking army, a lightning strike but “can’t hang around” style. Secondly, there is a lot of variety and uniqueness in the Dark Elf list. Witch Elves, Cold One cavalry, the Hydra, Manticores, fast cavalry, repeater crossbows...the list is huge. Finally, the Dark Elf model range is arguably the best there is, heaps of good metal models, monsters and a very good plastic regiment kit. So with plenty of reasons to collect the army and not many excuses not too, I set about collecting a force. I aimed to field them at

Battle of the Vines IV (an annual tournament held at Cessnock in the Hunter Valley, just north of Sydney, Australia). The tournament is a medium size one (around 30 entrants) but has a cult following owing to the fact that the first prize is a full size battle axe! I managed to take out first place overall last year (the axe has pride of place in my house) with my Orcs & Goblins, it was a great experience and I was determined to put up some good resistance in defending my title. “With Dark Elves?” I hear you say? Well I wanted a challenge, I have even managed a few top 10 places with my Dwarfs so the Dark Elves were an army I was determined to do well with.

I usually select a force on troop types and models I would like to field, and there were several in the Dark Elf list that immediately caught my eye. However on this occasion I found a few Warhammer

buddies of mine who had some Dark Elf models they were looking to offload (ominous signs I know, but I was determined to carry on!). So after a few good purchases (most stuff at half price and most not painted!) I started by making a force out of the models I had and then could supplement the army with brand new purchases down the track.

Initially I fielded three units of Dark Riders with repeater crossbows, two units of spearmen for Core. Ten shades for special and two reaper bolt throwers and a unit of Black Guard for my rare slots. For characters I had a level 4 sorceress on foot, a level 2 on a Dark Steed and a BSB on foot. This army had its moments but did not have nearly enough hitting power, the magic was unpredictable and two units of spears and a black guard unit was overkill in the infantry department when they were all



toughness 3 and lightly armoured.

To Magic or Not to Magic?



Sorceress Worthwhile?

Well, I should start by saying I am not a big fan of magic in Warhammer fantasy battles. It is too unpredictable and even though there are some juicy spells in the Dark Magic list I decided to steer clear of magic altogether. The Orcs & Goblins have the Big Wauugh! which is a VERY strong list of spells and well worth taking, and combining a level 4 with Buzzgob's knobbly staff reduced the unpredictability as well. But I did not find the level 4 Sorceress nearly as effective so out she went. In the end I went with a level 1 Sorceress on foot carrying a single dispel scroll. The Seal of Ghronn is a very useful Dark Elf magic item that adds a dice to the dispel pool and can be carried by any character in the army. So with 4 dispel dice and a dispel scroll I felt confident I could withstand a reasonable magic barrage for the initial stages of the battle.

Dark Elves Take 2

The second phase of my trials with the army was to field a Highborn on a manticore, a

Noble on a Dark Pegasus, a Noble on a cold one chariot and the level 1 mage. I dropped a unit of spearmen and the unit of black guard. With some left over points I fielded a unit of 6 harpies; being skirmishers and flyers they were not that easy to kill via shooting and unit of 6 would provide 12 attacks which should be able to deal with enemy war machine crews. If my enemy had no war machines then at 78 points they were a good cheap way to claim or deny a table quarter.

I had a few games with this line up with some great success. The Noble on a chariot was just fantastic. Leadership 9 meant that there was the same chance of stupidity as with Orc animosity (1 in 6) and that was manageable. The chariot now had unit strength 5, so removed ranks and also caused fear! Not a bad little unit. The Noble on the Dark Pegasus is a highly manoeuvrable unit that could take out any skirmishers, Empire detachments, war machine crews as well as provide excellent support to any other unit in the army. A prime example was a combined charge of the Noble on the Pegasus and the Noble riding the chariot into the flank of a 20 strong Saurus unit. The combination was devastating and destroyed the whole unit, running down the remnants.

My two opponents during the practice games were Chaos Dwarfs and Lizardmen, registering two minor victories. I was in command of both games but losing the Highborn on the Manticore both times meant my opponent gained around 500 victory points (being the general as well) late in proceedings and that cruelled any chance I had of a major victory. The Highborn on a Manticore seems a good option, however being in the middle (strength and points wise) of the

Highborn on a Dragon and Highborn on a Dark Pegasus combinations means it is not quite strong enough to defeat any reasonable sized unit (that the Dragon can handle) and is overkill when defeating smaller units (that the Dark Pegasus can handle). Therefore I found that it did not quite serve a worthwhile purpose in a 2000 point force. So...

Dark Elves Take 3

I ended up dropping the Manticore and putting the Highborn in the saddle of a cold one. With a few other tweaks I was able to fit in a unit of 6 Cold One Knights carrying the warbanner. With a width of 7 and the warbanner they were going to be able to take on a lot of infantry units, even front on. But I always had the possibility of a combined flank charge with a Dark Rider unit or the Noble on the Chariot.

Leadership 10 leading the cold ones meant there was only a 1 in 12 chance of a stupidity failure, and I could definitely live with that.

So that was the latest version of my Dark Elf force and in the end the army that I fielded at the BIV IV tournament. The army went well and I ended up coming in 10th spot overall out of the 30. Not bad really. I won 3 games (solid win vs Vampire Counts, minor win vs Chaos Warriors, and a minor win vs Orcs & Goblins) and lost 2 (minor loss vs Vampire Counts and minor loss vs Empire). I contested both losses right up to the last turn. I was pleased how I went but I left the tournament feeling sure that the army could do better. For all the negative comments made about the Dark Elves I still feel they are a tournament playable list and was determined to work things into a stronger force.

The next tournament on the horizon was a 2500 point three day mega tournament. One of the biggest on the Australian Warhammer tournament calendar. “Mother of all Battles” or MOAB for short was being held over the October long weekend as it normally is. I managed a 3rd place last year with my greenskin horde and was looking forward to doing something similar with my Dark Elves. So with 500 extra points to spend I sat down and had a think about what I could add and tweak in my current army to be highly competitive at MOAB 2003.

Dark Elves Take 4

Trudging around various internet forums introduced me to the “Many Small Units” (MSU) theory. Which is basically a formal name for a tactic that many generals were employing in one form or another in their armies without really knowing it. MSU is fielding many small units of troops instead of big blocks of infantry. A theory which lends itself kindly to Dark Elves (and High Elves for that matter). The idea is that using small units of elite infantry (high M, WS and I) will allow you to out manoeuvre your opponent whilst also providing certain throw away units to setup multiple charges at later stages in the battle.

At the BIV IV tournament, I found that the large unit of Cold One Knights were too easy for my opponent to pin down and did not suit the style of the rest of the army (they weren’t expendable and were not that highly manoeuvrable after all). So I dropped them, mounted the highborn on a Manticore and with the 500 extra points for MOAB I included a unit of 12 witch elves with full command



Noble on a Cold One Chariot is a very effective unit.

and witch brew and a unit of 12 Black Guard with champion and musician.

So my army looked something like this:

Characters

Highborn on Manticore (Great Weapon, Crown of Black Iron, Lifetaker)
 Noble on Dark Pegasus (Sword of Might, Enchanted Shield)
 Noble on Cold One Chariot (Great Weapon, Seal of Ghronn)
 Lvl 1 Sorceress (2 dispel scrolls)

Core

2 x (10) Spearmen, Champion, Musician
 4 x (5) Dark Riders, RxB, Spears, Standard Bearer, Musician

Special

(12) Witch Elves, Full Command, Witchbrew, Warbanner
 (9) Shades
 Chariot (Ridden by Noble)

Rare

(12) Black Guard, Champion, Musician
 (2) Reaper Bolt Throwers

Now this army was highly manoeuvrable, had a lot of deployments, a lot of shooting and some hard hitting stuff. A good all round force that performed very well in a lot of games against various opponents. And this is the army I intend to take to MOAB.



Shades: Now these guys are a good unit!

Final Thoughts

The Highborn on the Manticore works a lot better in a 2500 point army (compared to 2000) as there are enough other troops and threats to distract my opponent from him. Also the 404 points spent on the model are not as much a percentage of my total army. Lifetaker is a very interesting item on the Highborn, as it is only 15 points more than a standard repeater crossbow, but it always hits on 2+ and re-rolls wounds and is a magical attack. A great item against lone characters, banshees, skirmishers, light cavalry and flying demons (Furies)!

The combination of a Noble on a Dark Pegasus and a Noble on a Chariot is very strong. They pose different threats against different opponents but both have their purpose in battles and both serve it well. The Sword of Might provides some much needed hitting power after the first turn of combat, and allows him to first of all hit in initiative order and secondly to use the enchanted shield. A good all round character.



→ Perhaps the most surprising unit in the army is the Witch Elves. I deploy them 7 wide with 5 in the rear rank (the same with the Black Guard). This allows the maximum amount of hitting power and with 22 poison attacks they pack some punch. The Warbanner and Withbrew combination means the girls can take on most other infantry units in the game much bigger than them and stand a good chance of winning. If you are unsure then you really should give them a go, they are a great unit.

The Black Guard is a unit I have had reservations about in the past but they are a very

important part of my strategy. Being stubborn on leadership 9 provides me with an anchor to help my manoeuvrable units get into position to support. With only 12 models in the unit they will not hang around long against tough opponents but long enough to get some support in and they are not too big that they are a lot of points if I happen to lose them. The hatred and halberds mean they are no slouches in combat and with initiative 6 they will strike before most other units in the game.

Finally, Reaper Bolt Throwers are awesome. :)

Look out for a report on how the Dark Elves faired at MOAB in the next issue of Irresistible Force. If nothing else the Dark Elves have provided me with a very challenging few months of gaming, hours of pleasure painting fantastic models and finally have honed my generalship skills to no end, having to play such a clinical yet fragile force. They are well worth trying out but I must warn you, that they are only recommended for experienced generals with a good sense of humour a lot of patience! :)

Cheers,

Andrew Galea

Battle In the Vines IV - Tournament Report

By Ken Ferris



The Trollslayers Warhammer Club of Cessnock in the Hunter Valley was running their annual event – the Battle in the Vines. This event I had attended twice previously for a 5th and 2nd Overall, but I was desperate to do well because this event is infamous for its first prize trophy, a beautiful battle axe to call your very own. After coming so close, I was eager to once again pit my skills against some of the best to try and walk away with the prize.



The Hunter Valley - 2 hours north of Sydney, home of the Trollslayers at Cessnock

So VERY early Saturday morning I was picked up by my club mate Matt Vaughn (at 6:30am!) for the two and a bit hour drive to Cessnock. I was eager for a good tourney, as I knew most of the people attending, and the general procedure for BIV is to play, go to the club, drink, play pick up

games, then sleep at the venue before the hot breakfast the next day.

So we arrived in the picturesque hunter valley with time for Maccas breakfast before the usual pre start banter with people you haven't seen in awhile, pressure predictions, banter and gazing longingly at the first place axe...

My army was my Von Carstien Hunting pack, led by Kennieth Van Der Verris, was similar to the army I generally run, but I was trying two new things (relatively untested!). Obligatory story and nicely designed army lists were submitted, but in summary my army was:

Kennieth Van der Verris:

Von Carstien Vampire Count
Level 2 mage, Great Weapon.

*Walking Death,

*Black Periapt,

*Obsidian Amulet

Scar – Winged Nightmare

Renard & Daminos Van der Verris:

Vampire Thralls – each with Heavy Armour, Great Weapons, Barded Steeds & Shields

*Walking Death

4 units of 5 Dire Wolves
4 units of 10 Dire Wolves with Doom Wolf
2 units of 9 Black Knights with barding and full command
1 Banshee

This army is extremely fast, and can pack quite a punch, but is light on magic and terrified of shooting. The casting is basically non-existent and will only be mentioned when something miraculous happened. Until now I had never used a Banshee before, I knew they were good but was a little worried about immune to psychology armies & wasting the points, and the vulnerable to magic quality of the model. I had also not used the Winged Nightmare, but I was finding that with 3 units of knights and the character in each, at least 1 unit never saw combat (as EVERYONE flees the charges of these units). So if I had the fast hard hitting flier, It might help me pin units down and get charges in with knights – helping me win big. Of course, the general could get shot apart and the whole army crumble as well, no one ever said risk free approaches were the way to win, and I was feeling lucky...

This is fairly standard deployment, condensed at first then the units flair out on march on turn 1 while tempting charges and pressing enemy units & charge arcs.



Game 1 vs Adam Brooker (High elves)



I had never met Adam before, he was running a High elf cavalry army with 2 units of large silver helms with hero's (one the BSB), a small unit of 5, a unit of 8 dragon princes with Elf lord, 2 great eagles, 3 chariots and a scroll caddy mage. As usual with all cavalry army match-ups, the one who got in the charges they wanted was going to win big here.

I used a standard deployment and had first turn, where the general flew up some in behind some terrain in board center, the small units of wolves went far up to temp a charge or 2 with the Black knights sitting back, the large wolf units spreading to flanks or hanging back waiting for flanks to present themselves, banshee up into terrain. Adam didn't take the bait, but was still now hemmed in with no-where to go, struggling to get free space to set up his preferred charges.



Adam is hemmed in by the 18" move of the Dire Wolves.

My next turn saw all the chariots charged by wolves, 1 fled the large wolf unit, the others held against 5 wolves, and I flopped! Do'h. Another

unit of 5 wolves got a cross face flank charge on the BSB unit, effectively holding it up when I was able to cause a casualty. With that unit stuck the knights on left had advanced all the way up ready to charge that unit in the next turn, the winged nightmare behind Adams lines, the banshee advances and screams at the small silver helm unit killing 4! Adam now tries to go for broke, the DP lord unit races across the board to try and charge my second unit of Black Knights, because of terrain and the distance only 3 in not including the lord, while Renard was. He proceeds to carve up some elves, and I break and run down Adams biggest unit, while Daminos & the Black Knights come in and smash the BSB unit, Kennieth takes care of other silver helm unit with help from some flanking wolves, the banshee screams and kills the mage and the chariots once again are chased by the wolves. Apart from a great eagle who ended up accounting for 3 wolf units, the banshee (dumb banshee charge 1) and didn't die, I basically had everything else, giving me a decisive victory in this game, which was really decided by Adam not getting any space to put in his preferred charges. And I was up by around 2000 points due to quarters, standards and all those Elven character bonuses.

Game 2 vs Dave Palmer (Blood Dragons)



Dave was Running Blood Dragons with a Vampire Lord (eek!) in 9 Black Knights, a Wight lord in 6 Black Knights, Necromancer with scroll and

book, 2 units 5 of wolves, 2 units of 24 skellies & 2 units of 9 ghouls. I hadn't met Dave before either but he seemed to know his stuff & came from the Strong Denizens club.

My Deployment was a little skew if due to some large terrain pieces, all Dave's Knights were on my left and skellies on right so advanced quickly there and tried to set up trap for the small knights, (Kennieth held back on Dave's first turn). Charged and beat the wolves in center, Dave's wolves charged mine on left and I beat them as well (I am the wolf man!). The Banshee was really a bit pointless, but I kept her behind the knights on left thinking I might be able to try and break through the trap of Dave's if I could get the banshee to hold up an overrun.

Daminos clear into Skellies on far right front on with Knights and cause a motza of casualties on the turn after I charge... Kennieth & Scar in rear of Necromancers skellie unit on turn 3 with wolf flankers, Ghouls then charge Kennieth as well but air swing and run. However on left the blood dragon lord had managed to crash through some wolves as did the small Wight unit, and my second Black Knight unit with Renard was looking decidedly stuck, I tried some fancy maneuvering and to throw stuff in the way (banshee sacrificed), but unfortunately it flopped and the Wight's Knights flank charged and smashed Renard and retinue.



Daminos & Retinue clean up the Skellies!

Do'h. Things a lot better in center where the skellies dissolved by my turn 4, and Dave's and my Knights both turn ready to face each other again.

I avoided the big Blood dragon unit, and managed to on turn 6 rear charge Kennieth & Scar into the Wight lord's unit destroying them and regaining the standard, which was the difference as I was up by around 450 points in the final add up – But Dave recovered very well through the rest of the tourney managing 4th overall, his best result I believe he said, so well done Dave!

Game 3 vs Jeff Traish (Skaven)



I picked Traishy to win the event. I haven't ever beaten Traishy either (In fact I only have ever beaten his son once out of 3!). The Skaven army has the shooting to stop my wolves, and the wonder weapons to hurt the knights, Jeff had 2 units of slaves, 2 units of Clanrats with ratling guns, 6 Jezzails, 9 globadiers, warp lightning cannon, unit plague monks, censer bearers with plague priest, 4 poisoned swarms, warlord and 2 warlock engineers, plus 2 units night runners and unit of gutter runners & a giant rat pack (phew! – Ed).

I advanced and tried to set up and adjust to terrain, there was a lack of ranks or hard units on the right so I went that way with Daminos and most wolves; Hiding Kennieth behind a forest and moving other knights with

Renard towards the center, with minimal wolves advancing on the jezzails on the left flank. The cannon was a dud for Jeff and magic went soft, so in I charge, wolves chased cannon off the board (I like that mandatory flee rule!) Renard & knights charging some night runners who fled, wolves just short of globadiers, and other wolves into giant rats. After much thought I put the winged nightmare in as well, I thought it was going to cop shooting and magic at some point, so the safest place for it was to get it into combat for that extra randomizing hit on Jeff's own units to help protect it. However when the rats broke I chased and caught with the wolves, but the general rolled very low and failed to get off the board. Dam.

Globadiers turn, units of rats with engineers turn, and I start to wince, my dice from periapt and MR1 were about to get tested... on the left center the knights got charged by plague monks and censors with plague priest. This was bad sure, but better than them getting flanks, not all got in, and the wolves would be unable to deal with censors, but I had wolves ready to flank the plague monks unit next turn.

However then Jeff surprised me by blowing away one of those wolf units first with warp lightning, before trying to get the general which I protected. The ratling gun though then blew away the second helping unit. Oh dam. Jezzails at the winged nightmare took just 1 wound off the mount (that's ok). Then the globadiers went for the Winged Nightmare. 9 throws. 8 hits (do'h). 5 on the general, (uh oh) then no wounds! (WooHoo!) Even though I had the 4+ ward. Then 3 hits on the winged nightmare for 3 wounds! Its dead! (ah Crap!). Now the general is on foot in the middle of a Skaven valley of death...

Angry Face – Ken doesn't like losing the Winged Nightmare



Plague Priest challenges the Black Knight champ and fails to kill, I then cause a wound! Plague monks do nothing and I kick em back, a knight kills a censor bearer. I am down by 1 with Renard left, only 1 hit, the S7 doesn't wound! I lose by 1! Could have been a lot worse, but I could have broken them as well! This fight was highly entertaining, with the challenge going for 3 combat rounds (and killing blow saved by wards!) Renard redeeming himself by smacking some censors, but the black knights just couldn't help. In the 5th combat round the lone thrall killed the plague priest, with all the censors dead, before crumbling due to the plague monks relatively intact unit.

Kennieth looked at the Valley and then grudgingly took off towards the forest for some protection after copping two wounds, the Jezzials on the hill manage to protect themselves from several wolf charge attempts. The second knight unit managed to take out slaves and the poisoned swarms before withering from the Skaven shooting/magic attack, and Traishy while never in danger of actually losing lost enough before withering me so that I was down by just less than 1200 points.

End of Day 1

Well 3 games down and a large group of us were across to the club for a feed and a few drinks before back to the venue for the

arena of death a 500 point character challenge (my uber Blood dragon who was unbeatable in combat lost – to a high elf with the seafarer bow and griffon...)

Then back to the club for more drinks and talking... witty warhammer lingo... until we got kicked out then witnessed the combined forces of Jeff Galea (Khemri) Andrew Galea (Dark Elves) and Jeff Traish (Skaven) repel The 2 empire armies of Steve Jones & Ben Ryan in a recreation of the Scenario in White Dwarf 283(?) with the large Orc & Goblin army of Grimgor Ironhide defending from the attacking empire. A highly entertaining event with around 20 spectators cheering for the demise of steam tanks, Bone Giants and assorted other table top menaces from the day, until retiring for minimal sleep before the next day of games. (At this point I also realized we hadn't had the digital camera on the right setting and lost all the day 1 photos...) (A typical Ken Ferris tournament trick I might add! – Ed)

Game 4 vs Andrew Galea (Dark Elves)



Well our esteemed editor using his dark elf army that he will swear blind was strong and had the record to prove it lately – and the defending axe holder, plus the fact that being in the same club we have played many times (plus Andrew knocked me out of contention last year) this was certain to be an entertaining game. Andrew ran with 3 units

of 5 dark riders (crossbows & spears) a unit of 10 shades, 2 units of 10 spear elves, hero in chariot, lord in 6 cold ones, Pegasus Elf hero and scroll caddy, plus 2 bolt throwers.

There was a HUGE building in the center of the table cutting it in 2 and me complaining about how it would ruin my marching, Andrew got first turn and advanced a lot of his forces, and the shades jumped out. One reaper bolt thrower stretched for line of sight on the winged nightmare and took one wound of the mount, then the shades jumped out and took 2 wounds of both Kennieth and Scar, leaving both my mount and general on 1 wound left before I even moved! (uh oh...) I can't afford crumble tests this early in the game, the so abused building was open topped and straight in flew Kennieth until wounds could be restored through magic – of which Andrew had 2 scrolls to throw at it while he tried to kill it.

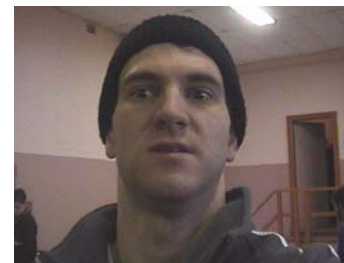
My army tried to advance through the holes in terrain and suss out the cold ones, while the wolves moved up to block the chariot, which the banshee screamed and took a wound off. Then Andrew had the dark riders march into the one base width doorway of the building and reform and unload his 10 shots only needing to cause a wound to knock me out – and failed – but I couldn't charge them as the flee would take the general out of his protection and into the bolt throwers line of sight – but I was saved by the banshee who screamed at the pesky Dark Riders and killed the entire unit! (Many deep breaths followed this event). (I just could not believe this happened! – Ed)

A game of cat and mouse on my left with Renard & retinue plus 2 units of wolves vs the cold one knights and a dark rider



Dark Riders try to bring down Kennieth & Scar inside the cathedral – and failed to wound!

unit. On the left the chariot failed stupidity and got smacked by Daminos and company, then into the spear elves for more points, some trailing wolves then hit the bolt thrower on that side. Further down the Pegasus hero was struggling to deal with a unit of 10 wolves, and when the second one came in to help he air-swung and then proceeded to be run down. The Banshee which was going off then charged into the shades to scream at them... at let us not mention that again (Dumb Banshee charge 2).



Why am I surprised when the Banshee charges and dies?!?

The game was again starting to turn as on left a unit of wolves escaped to take out second bolt thrower, the elf lord charged out of the unit to take out 1 of wolves, but Renard's Knights got the charge on the cold ones who fled a huge distance. Enter unit of dark riders on the right

Who shot through the window of the large building and ended Scars game once again, leaving Kennieth on foot with 1 wound – which I finally on turn 5 healed to full strength. Turn 6 and the dark riders finished off some more wolves on right, while the elf lord took another small unit. But the big charge was the rallied cold ones passing stupidity and charging head on into Renard’s knights with the dark riders into the flank. Andrew then proceeded to air swing failing to make a casualty, while 1 dark rider fell and Renard accounted for 2 cold ones, and both units broke and ran. Kennieth emerged on the last to charge and beat a unit of 10 spear elves and run them down as well, leaving me in what was a monumentally swinging game with around a 400 point advantage for the small win.



Renard & the Black Knights – Rock Hard!

At this point, discussing the game as we often do, Andrew pointed out the dark riders would have had a terror test had they wanted to charge the general on winged nightmare. “No they don’t as the Winged Nightmare does not cause terror!” say Ken. “Yes it does” says Andrew. “Does Not!” say Ken. “Read this” say Andrew ... “Oh crap...” says Ken.

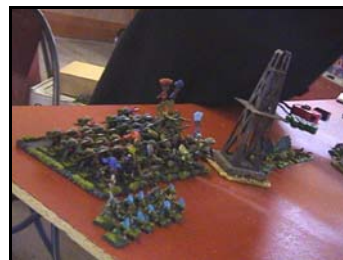
Needless to say I had flashbacks of several low leadership Skaven units and the elf units from the previous day not taking terror tests from my winged nightmare because I forgot it causes terror!?! Nobody ever said I was a genius either...

Game 5 vs Simone Loft (Lizardmen)



I was surprised I must admit – Peter Loft is an infamous carve up merchant on the tourney scene with his Krador marked chaos horde, and his wife Simone was just getting into the hobby herself, and showing herself to be a competent player, however she was a few battle points below me – a match up that was mimicked by several other games as well and unexpected, I was anticipating a differing opponent, as was Simone.

No matter, Simone looked a little wild eyed looking at the speed of my army but the Lizards were no slouch, a 5th generation Slann, & skink shaman, 2 units of 20 saurii, each with a hero one moving 18” the other had some nasty magical great weapon thing, while 2 salamanders, 2 poisoned swarms and 60 skinks with blow pipes could prove very dangerous to Kennieth and Scar. I deployed fairly central with my standard setup, while Simone spread out her skinks across the base then castled the saurii in the corner with the Slann – a very good move to try and deny me flanks.



Simone castles the Saurii in the left corner.

My turn first and the wolves moved at full speed to try and press the skinks off the board early while the knights on left moved slowly towards the saurii in reserve, some wolves went out as bait, and Kennieth waited to see what happened to the skinks, while the banshee chased off the scouting ones in some central terrain. Simone moves up on her first turn and then on my second I charge the salamanders and 4/6 skink units with wolves, 1 Salamander down one fights on for 3 combats (kills the unit of 5) but cops the prior overrunning unit in rear, and skinks dead as well. Then Kennieth flies behind the saurii and Daminos and retinue on left move up to charge next turn, Renard and company on right swinging to the left and engage swarms to get rid of them.

Turn 4 sees me front charge the Saurii without Slann in rear with Kennieth and front with Daminos and the Knights, win by stacks and overrun – but only a small distance. Turn 4 for the Lizards, and Simone has 2 skink units left, the shaman, the fast hero out running by himself and a unit of saurii with the Slann, I have my units ready to surround in turn 5 and charge in turn 6, and am thinking I have an easy win coming.

I thought wrong. The Slann suddenly decides to join the game. Fiery blast, Conflagration of doom and Wall of fire meet Daminos and Black Knights, killing all of them, and getting the standard back in one large magic explosion. Then one unit of skinks in the shooting phase that were behind have a shot at Kennieth and Scar (first shooting at him all game) and completely kill the winged nightmare. I am standing there thinking WTF just happened? I try to get Renard with knights and the large wolves ready for next turn to charge,

while Kennieth chases off those skinks, so turn 5 sees the Slann blast the wolves to ruin the flank charge, and then start casting at Renard and those knights. My easy win is now shot to pieces as Simone wisely picks the targets, then does really mean things like cast wall of fire at the knights to stop them from running away and getting away from the Slann as well. The 18" saurii tries to chase Kennieth to charge him but I get to charge and knock him around on the last turn, but Simone finishes my units off with the magic and the remaining shooting, I have a couple of quarters from the wolves too scared to advance, all of Simone's big points except for 1 saurii unit are intact, and the game ends with me absolutely gobsmacked at how good a 5th generation Slann can be (hadn't played the new list lizards) and realizing I was a little lucky in the first 3 turns with Simone's poor rolling in magic (and her inability to poison anything in those first two turns) with a difference of 30 points between us, and kudos for Simone who stayed very cool after the masses of pressure I applied early and really fought her way back into the game. Look out on the tourney scene I think If Simone keeps playing and practicing!



I am a little shocked and dismayed by the material used for the Slann's bonfire...

The Post Tourney Analysis

Overall the Banshee was very good at some points but died in every game. Hmmm. The Winged Nightmare was also

remarkable effective in some places, but a little dodgy in others. I think my critics were right in that 3 units of knights are stronger, but he was a highly enjoyable and interesting dimension to the army as well. Perhaps in 3000 point games he would be a lot more viable, he did in places help the Black Knights get into combat without copping to much damage, his MR1 really saved me a lot as well, but the shooting was dreadfully effective against him (let not mention the impact of terror...)

So there the Tourney ends, I finished 8th overall and was happy with the result, only lost one game (3-1-1) which was a good performance as well (plus I beat IF editor Andrew :). Tony and the Trollslayers ran a top tourney and the vibe was top notch the whole way through! And congratulations to the winners, and the lucky axe wielder!

Battle in the Vines Results 2003:

- Best Painted – Sean Myles (Orcs & Goblins)
- Best Army – Ming Chang (Von Carstiens)
- Best General – Ben Ryan (Empire)
- Best Sports – Shane Thompson (Dwarfs)
- 3rd overall – Byron DeHollander (Empire)
- 2nd Overall – Steve Gibb (Goblins)



Axe Wielder and 2003 Champion – Steve Jones (Empire)

Congratulations Steve on the impressive win – see you all at Cessnock next year, Thanks again Trollslayers!

Battle Report – High Elves vs Dark Elves

By Andrew Galea, Kent McIntosh and Charles Black

Tragedy unimaginable has befallen the Asur of our beloved isle of Ulthuan. A vile host of the fallen, the Druchii, have swept the sparkling emerald shores of our fair land. In an attack of twisted foresight, the fallen have found out the magical defences of the eyrie tower Ithoc Atherial, and corrupted its sacred majesty with their black hate. A wailing vastness has beset our land, for many were our most gifted brethren that were taken. Musicians, Artisans, poets and Philosophers of blessed sight are now but playthings of the hags in the pits of the Druchii rock 'Exquisite Pain'.

And yet the torments of my brothers are yet as nothing to the abyss into which I have been thrown. For my treasure, my joy, my soul has been taken from me. They have Lithluin. And yet, like a dancing mountain brook of the Anulii, hope has sprung in my heart. For word has come by swiftest eagle of the dread Black Ark's destruction in the Old World.

A mighty fleet of Dwarf Ironships has chanced upon the rock in the Black gulf and forced it to ground in the Border princes. Some prisoners were lost, others slaughtered, but my power is gifted by Asuryan himself, and I sense the lifeforce still of my beloved. Surely many others also draw breath. Perhaps the Druchii need their strength with which to preserve themselves. Of this I, Arranseer, do not know, but as always the heavens roil with my arcane might, I know that I will find Lithluin and those others of the flower of Ulthuan still on this world. My brother Asur and I shall succeed or die. May Asuryan guide our path...

Welcome to the first every battle report printed in Irresistible Force! A titanic struggle of 2500 points between the High Elves and Dark Elves. Veteran High Elf general Kent McIntosh (ElvesInTights on the WargamerAU forum – www.wargamer.au) was to control the good guys, whilst I (Andrew Galea – Turosh Mak on the same forum) was to direct the Dark Elves.

Charles Black was the scribe during the battle so on with the show. Hope you enjoy!

Dark Elf Host of Bregan D'aerthe

By Andrew Galea

I have written an entire article in this issue explaining my thought processes when building a Dark Elf army so I won't reiterate that here. The army I used in this battle report was not the one I settled on in the end but it was very close. My current 2500 point army and the one I will be fielding at the MOAB tournament basically has only a level 1 mage with the freed up hero slot taken by a Noble riding a Cold One Chariot; and that is the only main difference. After playing this battle I just thought that the army lacked another unit with some decent punch, the Noble on Dark Pegasus and the Highborn on Manticore needed some support.

In saying that, the army I used against Kent was a good all round force. It had a lot of mobile units and lot of shooting. Some hard hitting flyers, a terror causer and two solid infantry units in the Black Guard and Witch Elves. The bane of my Dark Elves (and any Elf army in fact) is shooting so that is one thing I was dreading when facing one of the best High Elf generals in the country in Kent. It was basically going to be a race to see whether my Dark Riders could take out his Bolt Throwers before they were destroyed (largely by the Bolt Throwers themselves).

My Dark Riders (and the rest of my army for that matter) were going to be that much more effective with the hatred rule and with a little bit of luck I might be able to get a spell off or two to help me out. My current strategy with my Dark Elves (the much talked about "MSU") was not a good match up against an army that equalled my movement and had very mobile units like chariots etc. But I was determined to put in a good account of myself and restore some pride into the Dark Elf list (pre army book update).

So I was all geared up and ready to go. Prepared for a great battle with some beautiful models against a very strong general and an even better guy in Kent. Bring it on!

CHARACTERS

Jarlaxle D'aerthe (Highborn) @ 404 Pts

General; Great Weapon; Heavy Armour; Sea Dragon Cloak; Shield
Lifetaker, Crown of Black Iron
Riding a Manticore

F'lar D'aerthe (Noble) @ 165 Pts

Heavy Armour; Sea Dragon Cloak
Sword of Might, Enchanted Shield
Riding a Dark Pegasus

Triel Baerne (2nd Level Sorceress) @ 180 Pts

Dispel Scroll, Dispel Scroll
Chill Wind, Black Horror

Malice Baerne (2nd Level Sorceress) @ 192 Pts

Seal of Ghron, Power Stone, Dark Steed
Steed of Shadows, Pelt of Midnight

CORE

11 **Warriors** @ 125 Pts

Spear; Light Armour; Shield; Musician, Lordling

11 **Warriors** @ 125 Pts

Spear; Light Armour; Shield; Musician, Lordling

5 **Dark Riders** @ 141 Pts

Spear; Repeating Crossbow; Light Armour; Standard; Musician

5 **Dark Riders** @ 141 Pts

Spear; Repeating Crossbow; Light Armour; Standard; Musician

5 **Dark Riders** @ 141 Pts

Spear; Repeating Crossbow; Light Armour; Standard; Musician

5 **Dark Riders** @ 141 Pts

Spear; Repeating Crossbow; Light Armour; Standard; Musician

SPECIAL

8 **Shades** @ 112 Pts

Repeating Crossbow

12 **Witch Elves** @ 223 Pts

Frenzy; 2nd Weapon; Full Command;
War Banner, Witchbrew

10 **Black Guard** @ 197 Pts

Halberd; Heavy Armour; Musician, Master

RARE

2 **Reaper Bolt Thrower** @ 200 Pts

Light Armour

Light Of Tiranoc High Elf Army

By Kent McIntosh

Well, after much sledging, carry on and general denigration of the current Dark Elf list on the internet, I had to come up with the goods against one of the best Warhammer generals in Sydney. The fate of my race depended on me. As Andrew had posted his list for the battle on the internet, I took one of the two lists that I was considering as my standard 2,500 point force, so that neither one of us had a list tailor made to defeat the other.

The list is a good all round list, capable of dealing with most armies. It focuses on what the High Elves are good at: Movement, magic and shooting, yet still has a fair bit of bite in combat. The army was based around two solid blocks of 7 silver helms, with heroes in each. I find units of 8 best because of the extra rank and the narrow frontage, which permits a chariot or two to charge in conjunction with the unit. High Elves really need to combine their charges, because even their Heavy Cavalry often really just can't do the business in combat. Basically, because of their low strength and toughness, unless you break the enemy in the first turn, you're in serious trouble. The other threat to the enemy in the combat phase was obviously the 4 chariots, especially Imirikol and his 4 horse chariot. Actually, I don't know why I included Imirikol's chariot in that last sentence, because he almost always ends up on foot by turn 3! The two units of reavers and the small unit of Silver helms are there to hopefully flank charge in conjunction with my main combat threats and therefore give much needed combat resolution assistance.

Unlike Andrew, I hardly ever give my Reavers bows. They are nowhere near as effective as repeater crossbows, and the points are needed elsewhere. The Spearelves are there to protect my mage and give me some much needed rank bonus in combat. On the shooting front I had a unit of 10 archers, 2 Repeater Bolt Throwers, the chariot's bows and Ithyllion's Reaver Bow. The archers are very expensive for their effectiveness, but I think most High Elf armies should have a unit, so in they go. The Bolt Throwers are crucial to any High Elf army's success, as we often face units that we simply can't beat without the good old RBTs taking a few wounds/models off them first. The Reaver Bow is great in conjunction with a Commander's Ballistic Skill of 6. Especially good at killing furies and things like Banshees. The main thrust of my magic phase was to be carried by the great Archmage Arranseer. He was equipped with the very useful Ring of Corin and the Jewel of Dusk. The ring is there basically to suck out dispel dice from my opponent's pool. At casting level 4, it's Vaul's Unmaking is potent enough to draw out 2 dispel dice, freeing up my power dice to do some much needed damage to the enemy's dangerous units.

Arranseer of course had the Seer honour, and also was Pure of Heart, simply because he is too expensive a model to have fleeing due to panic, and also because the 3 commanders are far too easily killed to have 100vp running around in them! A dispel scroll finished Arranseer's selection of magic items. The cavalry's Commanders Valinor and Ithyllion were both made level 1 mages. They therefore were able to give much needed power dice to Arranseer, and to bolster the army's magic defence, which is very important, as High elves are especially vulnerable to magic (as my abysmal record against Skaven will attest!) The army was rounded off with a pair of the wonderfully useful Great Eagles. As they are US 3, the units charging the eagles must align to them, so they can be used to redirect charges that would otherwise obliterate one of my main units. They are also good at eating artillery crews, charging in conjunction with a slow moving unit (and therefore most likely running down a fleeing enemy) removing march moves and many other uses besides.

My battle plan was simple really. Avoid combat with the Dark Elves unless a) I had a good chance of killing a fair few in the first turn (therefore minimising the effects of their hatred of their High Elven kin), or unless I was using my Silver helms, which would be saving on 2s against Andrew's almost universal strength of 3. As my army was immune to panic against their dark kin, and I had 9 power dice and a bound item, and reasonable shooting, I was confident that I would win a ranged attack duel, especially once the dangerous Dark riders were eliminated (which would be the main threat to my missile troops, and themselves made up a major part of Andrew's shooting). I put the main thrust of my attack up the middle of the board, and hoped that the three Cavalry units, supported by Arranseer and the Spires of Adon backed up by the firepower of Asurinya's Reaper could hold the left.

CHARACTERS

Arranseer (level 4 Archmage) @ 355 Pts

Seer Honour (chooses spells) ; Pure of Heart; Ring of Corin (casts Vaul's unmaking at power level 4); Jewel of Dusk (+1 power dice only he can use) Dispel Scroll.

Valinor (Commander) @ 145 Pts

Loremaster honour (Level 1 mage but can't cast as is wearing armour); Enchanted Shield; Lance; Heavy Armour; Barded Elven Steed.

Ithyllion (Commander) @ 140 Pts

Radiant Gem of Hoeth (level 1 mage and can cast if wearing armour); Heavy Armour; Great Weapon; Barded Elven Steed

Imirikol (Commander) @ 130 Pts

Reaver Bow (3 str 5 shots a turn); Talisman of Protection; Heavy Armour; Shield; Great Weapon (rides in 4 horse chariot: 'Imirikol's Righteousness')

CORE

'Silath's Reach'

10 **Archers** @ 120 Pts

'Spires of Adon'

17 **Spearelves** @ 217 Pts

Full Command

'Stars of Elrohir'

7 **Silver Helms** @ 216 Pts

Shield; Heavy Armour; Full Command;

War Banner

'Helms of Caladrion'

7 **Silver Helms** @ 196 Pts

Shield; Heavy Armour; Full Command ;

'Steeds Ellanthus'

5 **Silver Helms** @ 115 Pts

Shield; Heavy Armour;

SPECIAL

'Winds of Ellanthus'

6 **Reaver Knights** @ 115 Pts

Musician;

'Gilthoniad's Whisper'

5 **Reaver Knights** @ 97 Pts

Musician;

'Imirikol's Righteousness'

Chariot @ 99 Pts

2 Extra Elven Steeds;

'Fist of Anduin'; 'Faendil's Anger'; 'Wheels of Dothluin'

3 **Chariots** @ 255 Pts

RARE

'Erek's Judgement'; 'Asurinya's Reaper'

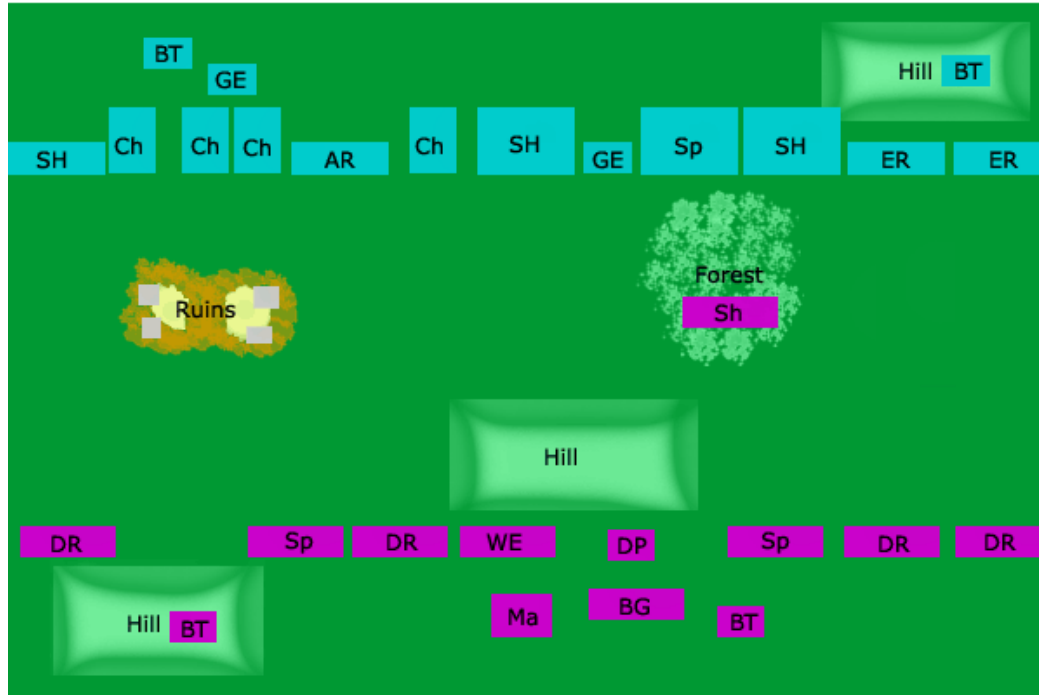
2 Repeater Bolt Throwers @ 200 Pts

'Enyor'; 'Berenel'

2 Great Eagles @ 100 Pts

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen;
BT - Bolt Throwers; ER - Ellyrion Reavers.



Dark Elf Table Edge

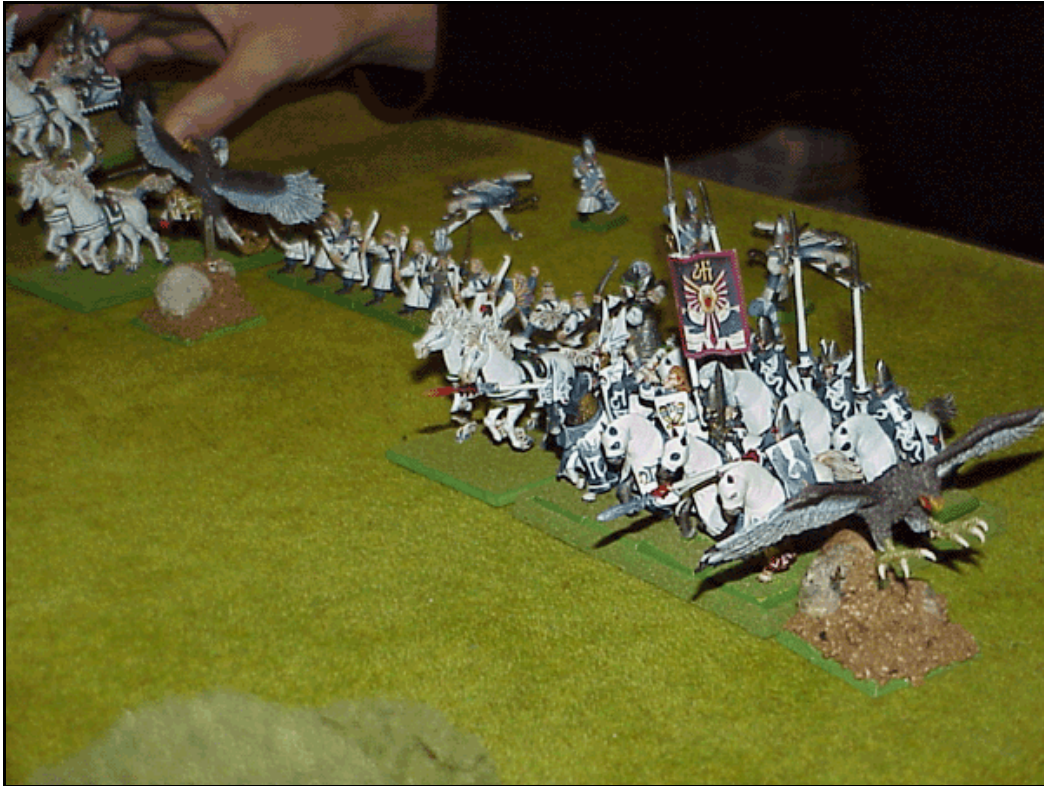
DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus;
Ma - Manticore; BT - Bolt Thrower; BG - Black Gaurd;

Charles Overview of Dark Elf Deployment:

The Dark Elves spread their whole battle line out without creating any single strong flank, the hard hitting Dark Elf units (Highborn/Manticore, Noble/Dark Pegasus and Noble/Chariot) were intermingled with the rank and file troops. This surprised me a bit as I thought he may not have enough units close together to support each other. However the speed of the Dark Elves proved me wrong and throughout the battle they were able to quickly re-deploy to their right flank and bring a strong front to bear on their hated kin. After turn 1, it became clear that the Dark Elves were trying to overwhelm the right flank, hold the centre and delay the High Elves on the left. A typical lightning strike by the Druchii...time would tell whether their bold plan would come to fruition.

Charles' Overview of High Elf Deployment:

As with the Dark Elves, the High Elves (Kent) spread their forces out, but ensured the majority of the chariots were in the centre, providing a very solid centre line and also giving them the ability to support the left and right flanks as needed. One of the advantages of the High Elves was their excellent movement, it was going to be interesting to see how they would fair against an army that equalled their movement advantage. The jewels in the High Elf crown were the heavily armoured Silver Helms. They were always going to be dominant units that the Dark Elves could only really try to contain as opposed to trying to destroy them.



Kent gets his High Elf battle line in order to prepare for the Dark Elf onslaught.

Dark Elf Turn 1

The Shades were given the signal to advance towards the enemy line. From their vantage point at the edge of the forest they were able to view the entire High Elf right flank and begin the job of slowing them down and harassing the lightly armoured units.

The 2 units of Dark Riders advanced on the right flank to support the shades and put pressure on the High Elf line. They were inviting their hated foe, the Ellyrian Reavers, to charge them or be charged. A bold move that was the way of the black clad mounted warriors.

The Black Guard of Naggaroth, whose mere presence emitted an aura of hatred and fear, moved into position behind F'lar mounted on the Dark Pegasus and their Lord Jarlaxle mounted on the mighty Manticore. Both of which had been re-deployed to the right flank. The winged beasts were set to counter charge any High Elf foolish enough to charge into the advancing Dark Riders.

It seemed a slightly risky move as there are quite a few High Elf units that could be capable of charging and if the Dark Riders fail to flee far enough, they will be caught hence severely disrupting the Dark Elf plans.

On left flank the Dark Riders and spear ventured forward carefully.

Malice attempted to cast Black Horror however the Arranseer the High Elf Archmage dispelled it with ease.

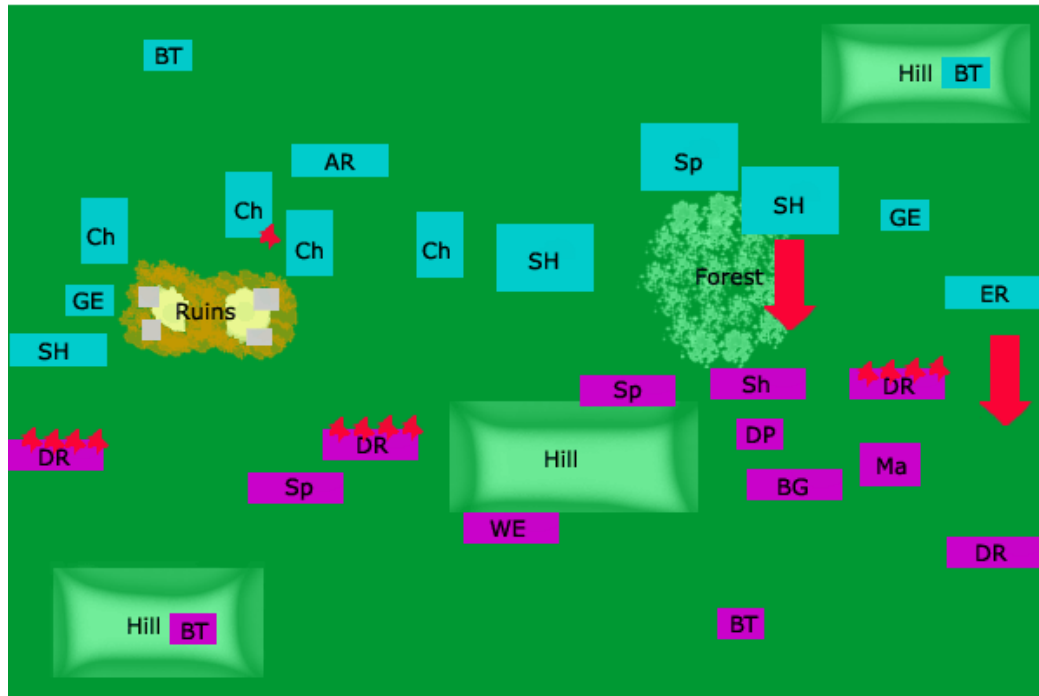
The Dark Riders on the right flank unleash a torrent of crossbow bolts towards the Reavers opposite then but with very little impact. Andrew starts to fear that his bold move on the right flank may come undone before the Shades and Bolt Thrower (on the right flank) shoot and destroy 1 entire Reaver unit. This was a very significant event as Kent now won't be able to send enough charges towards the Dark Rider and Shade units hence leaving some units un touched.

On the left flank the Dark Riders shoot at a chariot for no effect whilst the Bolt Thrower inflicts 1

wound on the chariot carrying the High Elf hero Imirikol.

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen; BT - Bolt Throwers; ER - Ellyrion Reavers.



Dark Elf Table Edge

DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus; Ma - Manticore; BT - Bolt Thrower; BG - Black Gaurd;

TURN ONE

High Elf Turn 1

Ellyrion Reavers throw caution to the wind and charge a Dark Rider unit on their left flank. The Riders flee and escape out of their reaches. The Silverhelms charge the Shades on the edge of the forest who also flee and manage to get away (rolling 11 on the flee move!). The second Silverhelm unit in the centre charges the Dark Elf Spearmen opposite them but are just short (the Spearmen held).

The spearelves unit lead by Arranseer move forward but remain behind the safety of the forest for now. A Chariot moves up towards the Silverhelms who had failed their charge against the Spearmen to protect their flank and not leave them exposed. Other 2 chariots move towards centre of the board. A Great Eagle moves towards the right to threaten Dark Elf left flank. Far right Silverhelms and Imirikol's chariot move up and turn to face the flank of Dark Elf army.

Arranseer casts Vaals Unmaking but it is dispelled. He then cast 2nd Sign of Amul and it is let through. Finally he casts Uranon's Thunderbolt with a miscast! A 7 on the miscast table and the magic phase ends.

The Bolt Thrower on the High Elf left flank shoots into the Dark Rider unit (lead by Malice). 5 hits, 4 dead! They pass their panic test. Chariots, archers and Reaver Bow character in the centre line shoot at the Dark Riders and kill 4 more! The lone rider carrying his standard passes his panic test. The last Bolt Thrower on the last Dark Rider unit and another 4 dead! Lone standard bearer passes panic test again. Nice shooting Tex!

This was a VERY painful shooting phase for the Dark Elves. Andrew's face had turned a lighter shade of pale. With 3 out of 4 Dark Rider units almost totally destroyed the Dark Elf battle plan is in tatters

after turn 1. If the High Elves do go on to win, this will be a key.

Dark Elf Turn 2

All Dark Elf units pass panic tests from fleeing shades and Dark Riders. The Dark Riders rally and move back into the fray thanks to their fast cavalry abilities. The Shades also rally.

Jarlaxle spurs his Manticore into action and charges the Great Eagle. The Eagle flees but is caught and the Manticore lands in front of the remaining Reaver unit.

The rallied Dark Riders come forward behind Jarlaxle's Manticore to support. Malice leaves her lone Dark Rider standard bearer companion and joins the newly rallied unit Dark Rider unit. F'lar urges his Pegasus to take flight and flies back to the centre line to try and help out with the pressure building from all those chariots. Both single Dark Riders move forward and infiltrate behind the enemy lines.



The lone Dark Rider gets between the High Elf line in a bold attempt to charge the archers.

The Dark Elf spear unit is on their own in the centre with a full unit of Silverhelms and 3 chariots bearing down on them! F'lar D'aerthe and his trusty Dark Pegasus have offered support but the centre does not look like it can hold for long. The Witch Elves remain behind the hill with hope to provide that decisive charge should the High Elves break through.

Triel Baerne casts Pelt of Midnight onto the Manticore – rolls a 7 – and the High Elves let it go. The Manticore is now 6s to hit from Bolt Thrower crew unless the spell is dispelled in the next magic phase. Triel (on the steed) then casts Black Horror on the large Silverhelm unit with IRRESISTIBLE FORCE! The champion failed his look out sir and dies and the spell takes 3 more Elven knights with it, however the hero doesn't get a wound. The Dark Elf magic is on song!

The rallied Dark Rider unit on the Druchii right flank shoot into the Reavers opposite them inflicting 3 wounds, and killing 2. The Bolt Thrower shoots into the same Reaver unit and kills 3 more leaving a lone Reaver. The second Bolt Thrower (on the left flank) once again unleashes into the chariot carrying the hero destroying the chariot from under him! The hero however suffers no wounds. Despite the early

High Elf shooting dominance, there is a comeback of sorts from the Dark Elf repeater crossbows and Reaper Bolt Throwers. The game is certainly in the balance at this early stage.

High Elf Turn 2

The Reavers on the High Elf left flank pass their terror test. The Silverhelms once again charge the small spear unit in the centre who this time flee and escape. Silverhelms on High Elf right flank charge the Reaper Bolt Thrower, it holds and the High Elf knights are just short! The 2 chariots in the centre charge the other Spear unit and they flee out of their reach as well. It is clear that all this fleeing would be good if there was enough to counter attack with – but with those dead Dark Rider units, the options for the Druchii are becoming limited. Something will have to give soon but it is certainly becoming a very interesting battle.

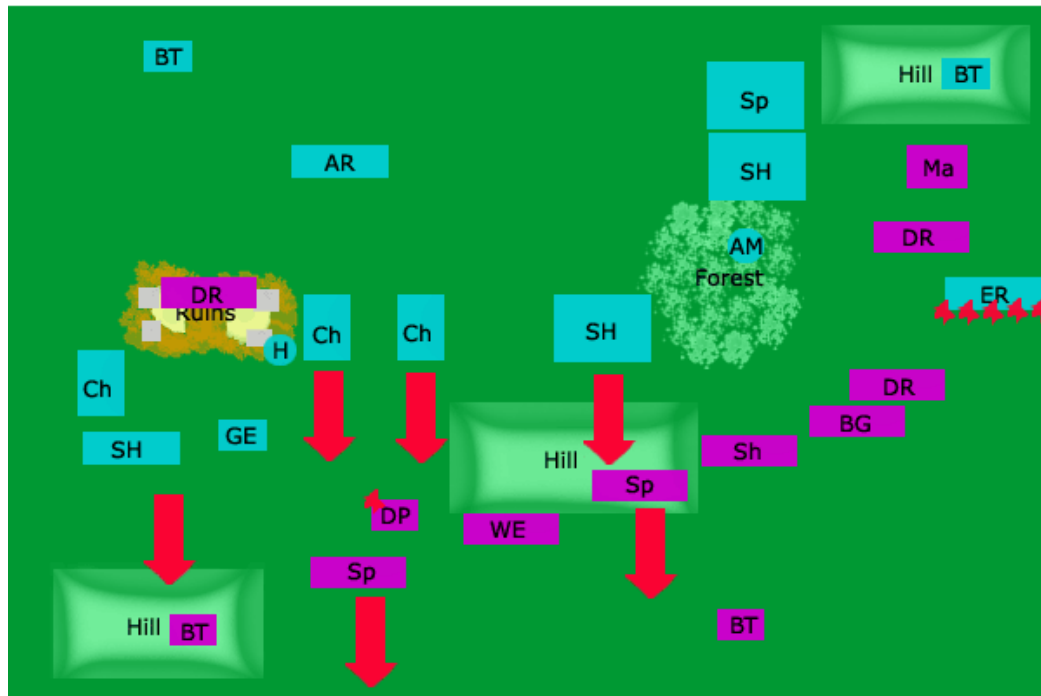
Only minimal movement from the rest of the units as most of the High Elf army has charged this turn. The Silverhelms who suffered from the Black Horror last turn moves back to support flank of the High Elf Spearmen. Arranseer abandons the safety of the spear unit and ventures into the forest! With the shades rallied and lurking nearby, I am not sure if that is the best place for him!

The High Elf mage gathers the winds of magic once again and casts Vauls Unmaking which is dispelled. 2nd Sign of Amul is let go for 2 re-rolls. Uranon’s Thunderbolt is cast on the Manticore with a casting value of 10, and the Dark Elf sorceress dissipates the magic with a dispel scroll. The Comet of Casandora is then cast (11 casting value) and the Dark Elf Sorceress reaches deep into her bag of tricks and uses a dispel scroll again. It’s a good magic turn for the High Elves burning the only 2 scrolls the Dark Elves have. Future magic onslaughts could very well tip things the High Elves’ way.

The Reaver Bow inflicts a wound on the Dark Pegasus. The archers take a steady aim and shoot the single Dark Rider standard bearer threatening them out of his saddle. The Bolt Thrower on the right hand flank shoots into the fleeing Spearmen unit and sends 1 to his grave. Bolt Thrower shoots into the Dark Rider unit shielding Malice and 2 die but they pass their panic test. Malice is getting a little paranoid at this stage. :)

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen; BT - Bolt Throwers; ER - Ellyrion Reavers; H - Hero; AM - Archmage.



Dark Elf Table Edge

DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus; Ma - Manticore; BT - Bolt Thrower; BG - Black Gaurd;

TURN TWO - *The High Elves start to gain some ascendancy with most of the Dark Elf battle line fleeing and giving valuable ground on their left flank and centre line.*

Dark Elf Turn 3

The Shades pass their panic test from the fleeing spearmen being so close. The Bolt Thrower also passes its panic test from the same spear unit. Both fleeing spearmen units rally as well. The Dark Elves have passed all panic and rallying test so far and that single fact has kept them well into the game at this point. An army that is designed and played to be fleeing and counter charging needs to have reliable troops and the Druchii of Bregan D'aerthe are definitely that!

The lone Dark Rider standard bearer charges the single Ellryion Reaver who stands. In the swirling mass of the battle, two lone riders square off and prepare for a struggle of their own! The Dark Pegasus charges a chariot which flees and gets away. F'lar D'aerthe is now very heavily exposed in the middle of the battle field facing multiple charges. The lone Dark Rider charges out of the ruins towards the High Elf Bolt Thrower but just falls short.

The Manticore moves within 6 inches of the Bolt Thrower crew on the hill and faces the flank of the Spear elves. The Shades venture back into the forest facing the flank of the large silver helm unit – they are hunting the Archmage in the forest. Witch Elves remain behind the hill still waiting for a charge on the Silverhelms who have been pursuing their spear wielding brethren for most of the game. The Black Guard move around the forest and face up to the Silverhelms and spear unit.

Malice realises the danger the bolt thrower on the hill poses to their right flank units as the last two turns it has destroyed two Dark Rider units. She casts Chill Wind on the bolt thrower and as the Archmage attempts to dispel it he loses control of the winds of magic (double 1) and crucially the spell hits the warmachine. The hits are randomised and 2 of them hit the crew!! Even just one wound would render the machine useless in the next shooting phase and two wounds would destroy it altogether. Unbelievably both hits fail to wound! Andrew at this stage has his head in his hands...that was a bad miss for sure. Malice grits her teeth and successfully casts Black Horror however Arranseer uses a dispel scroll to dissipate the magic.

Jarlaxle's Lifetaker takes 2 wounds off the last remaining Great Eagle. The Dark Riders accompanying Malice try in vain to destroy the Bolt Thrower on the hill scoring 2 hits but once again doing no damage. The right flank Bolt Thrower shoots on the Silverhelms in front of them scoring 4 hits but no wounds and the last Bolt Thrower shoots at one of the chariots bearing down on them and manages 3 wounds – oops – really needed 4!

The Dark Elves really needed a strong shooting and magic phase, and whilst they had their chances in the end it was very disappointing and at this stage things were looking grim for the Druchii.

Onto the only combat and that is the huge clash between the lone Dark Rider and Ellryion Reaver. The Dark Rider hits and wounds the Reaver but Kent pulls out a remarkable 6 to save him!!! To add salt to Andrew's wounds and total despair to the Dark Elf force the Ellryion Reaver then kills the Black rider and captures the standard!!! *Ahhhhh! Anyway on with the show! – ED.*

High Elf Turn 3

The Bolt Thrower crew on the hill pass their terror test from the Manticore. The fleeing Chariot rallies. The High Elves show they are reliable troops as well!

Silverhelms charge into the Dark Elf spear unit (for the 3rd time!) who flee enough again. The fact it was a failed charge (instead of running them down) means the Silverhelm flank has been totally exposed to the waiting Witch Elves. Very patient play from the Dark Elves has led to a good opportunity to break the game wide open. A chariot and the hero on foot charge into the Dark Pegasus who flees and escapes rolling a 12 on the flee move. The chariot on the right flank charges the Reaper Bolt Thrower on the hill and the Druchii stand to meet their doom! The right flank Silverhelms unit charge into spear unit who stand. The left flank of the Dark Elves is now totally collapsed and things are looking very grim indeed. The right flank is looking a lot better but that is still in the balance.

Something special will be needed here for the Dark Elves to get out of this one. The Witch Elf charge is into the flank of the Silverhelms is going to be crucial.



A view from behind the High Elf left flank. In the distance the titanic struggle between the lone Dark Rider and Ellyrion Reaver is about to take place. In the foreground stand the remains of the Silverhelm unit after the ravages of Black Horror.

The spear unit turns to face the Manticore and brace themselves. The Archmage decides the forest is too dangerous with the Shades lurking nearby and has little choice other than to rejoin the spear unit. The Great Eagle parks in front of spear unit to block a full charge from the Manticore.

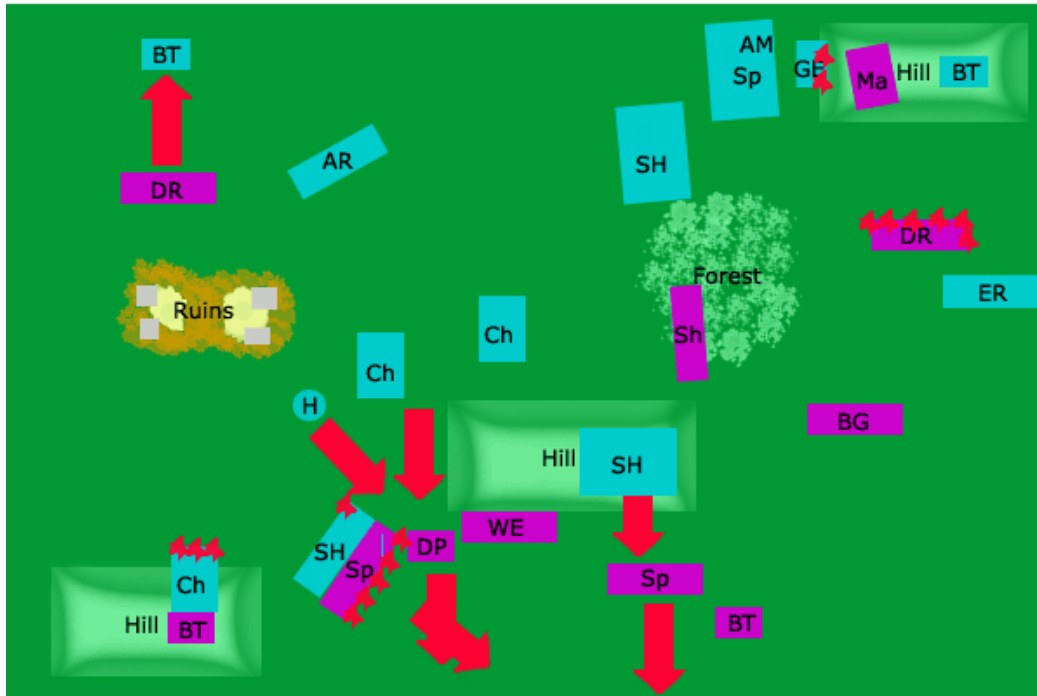
Arranseer casts Vaul's Unmaking on Jarlaxle and it is let through. The Crown of Black Iron (5+ ward) is destroyed. *(I just realised that Jarlaxle is immune to High Magic from wearing the Crown so the spell should not have worked, but in the heat of the battle I simply forgot! – Ed)*. He then attempts to cast 2nd Sign of Amul but miscasts! Rolls an 8 on the miscast table hence the magic phase ends. It is back to magic school for this Archmage!

The Bolt Thrower shoots into the dark rider unit – all six shots hit *(Ahhh! – Ed)* and Malice takes a wound! The 10 archers move slightly and shoot at the Shades who are proving a nuisance but they kill none.

On the High Elf right flank, the charging chariot destroys the Bolt Thrower on the hill and the Silverhelms kill 5 spears. The Dark Elf spearmen manage to kill 1 Silverhelm in return but requiring 3 on their break test they break and are run down by the fast moving cavalry.

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen; BT - Bolt Throwers; ER - Ellyrion Reavers; H - Hero; AM - Archmage.



Dark Elf Table Edge

DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus; Ma - Manticore; BT - Bolt Thrower; BG - Black Gaurd;

TURN THREE – *Things are looking decidedly grim for the Dark Elves but with the Highborn, Black Guard & Witch Elves still on the board untouched there was still some bite left in the Druchii.*

Dark Elf Turn 4

The F’lar D’aethe on the Dark Pegasus rallies as does the spear unit.

Jarlaxe ignores the spear unit in front of (lead by Arranseer) and instead charge into the Silverhelm unit nearby. The High Elves quake in their boots from the sight of the awesome beast and flee from the terror it emanates. In a decisive moment in the battle they flee far enough to escape the clutches of the Manticore. The Witches Elves finally throw themselves into the fray charging the flank of the Silverhelms on the middle hill. The knights stand. The single Dark Rider on the left flank charges into the fleeing Bolt Thrower crew who flee again, but remarkably they manage to stay on the field of battle and get far enough away from the Dark Rider!

The Black Guard, eager to get into action move full forward towards the High Elf spear unit. Malice Baerne who witnessed the destruction of yet another Dark Rider unit protecting her is now out in the open facing the High Elf Bolt Thrower on the hill with no where to hide...

She attempts to take the war machine on and casts Chillwind at it. With a high power roll of 10 the spell goes off, but once again fails to wound the machine or its crew. Triel attempts to come to the aid of her sister by casting pelt of midnight on her and it gets through as well...looks like the mounted sorceress is saved (as long as the spell is not dispelled next turn)! Finally, bringing out a Power Stone Malice attempts to cast Black with a huge roll of 13! But alas, Arranseer realises the damage it could cause to the spear unit he is in and summoning all his power he attempts to dispel it. Kent manages a huge 15! And crucially the spell is stopped.



The Silverhelms once again perform a failed charge against the spear unit leaving their flank open to a frenzied Witch Elf attack!

The Reaper Bolt Thrower fires into the single Reaver who cheekily captured the Dark Rider banner last turn and kills him – the banner is saved. The Shades shoot at the chariot in the centre. 18 shots – 5 hits – 2 wounds – none saved. A good result for the Dark Elves but the chariot is still fully operational.

The Witch Elves go ballistic in their blood lust hacking at the Silverhelms with their poisoned blades. With an amazing 22 WS5 attacks with poison the combat becomes a blur of moving bodies and steel blades. After the onslaught and the dust settles the girls are dismayed (not to mention Andrew) to find that not a single casualty was suffered by the High Elves! What is that they say about the best laid plans??? In return the Ithyllion does 2 wounds on the Hag and another Witch Elf is cut down by a second Silverhelm. The Witch Elves lose combat by 2 and flee however the Silverhelms restrain from pursuit. An expensive unit gets away. A risky move, but going for a big win as there are now approximately 4-5 High Elf units against 2 Dark Elf units and there is still time to wipe out the Witch Elves with a well timed chariot charge or two!

High Elf Turn 4

The fleeing Silverhelm unit rallies. (Do Elves ever fail rally tests?) The chariot and Imirikol (now on foot) charge F'lar and his Dark Pegasus yet again and with little space left to flee F'lar D'aerthe stands to face his hated foe. The Silverhelms (who survived the Witch Elf charge) then charge the fleeing spear unit who continue flee off the board – it's all falling apart for the Druchii! The rest of the High Elf units reposition themselves for some charges late in the battle in an attempt to totally wipe out the Dark Elf army.

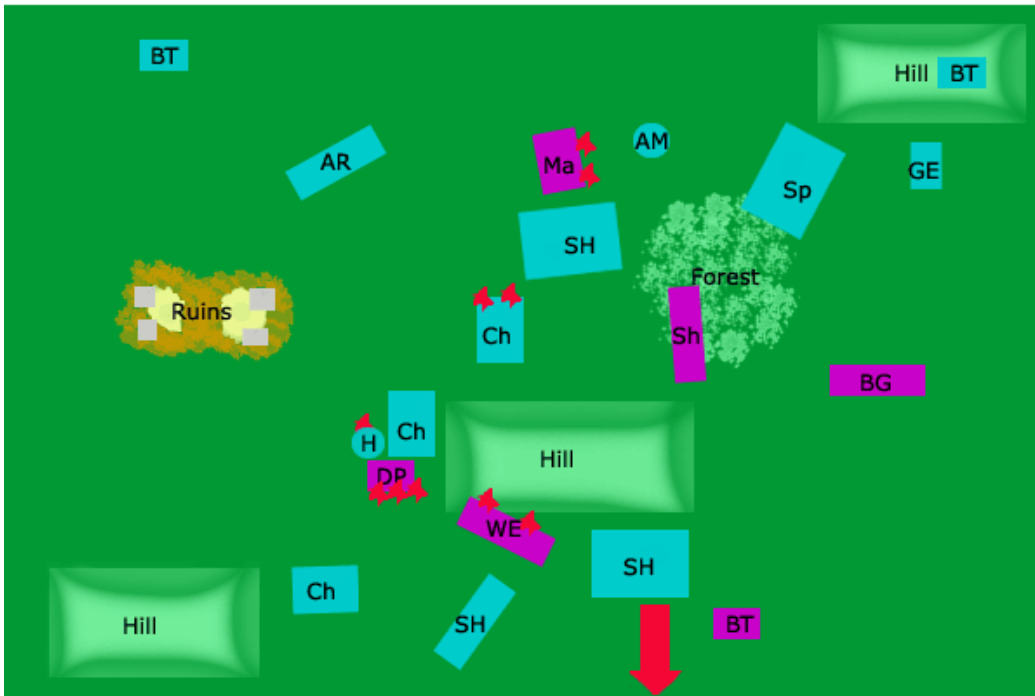
Once again Vaals Unmaking is cast on Jarlaxle and his Lifetaker is destroyed. Forked Lightning is cast on the lone mounted Sorceress – rolls a 15 – but it is dispelled. Uranon's Thunderbolt hits the Manticore model causing 2 wounds on the Dark Elf Highborn. Pelt of Midnight is then dispelled with the remaining dice. A very effective magic phase as the High Elf Archmage gains the ascendency.

The Bolt Thrower now has a clear shot at Malice Baerne since Pelt of Midnight has been dispelled and promptly kills her. The Archers turn to shoot the lone Dark Rider causing havoc with the Bolt Thrower on the High Elf left flank and kills him as well.

F'lar D'aerthe challenges Imirikol who accepts. The chariot impact hits kill the Dark Pegasus but importantly can only do a total of 2 wounds as the Pegasus had taken one earlier in the battle. Imirikol does 1 wound on F'lar who then hits back and wounds the High Elf in return. F'lar loses combat by 3 but stands his ground.

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen; BT - Bolt Throwers; ER - Ellyrion Reavers; H - Hero; AM - Archmage.



Dark Elf Table Edge

DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus; Ma - Manticore; BT - Bolt Thrower; BG - Black Gaurd;

TURN FOUR - *The unstoppable wave of High Elves sweep around from the collapsed Dark Elf left flank.*

Dark Elf Turn 5

The Witch Elves rally.

The wounded Jarlaxle moves towards the centre in an attempt to cause a few terror tests (mainly the Big Silverhelm unit). At this point I (Charles Black) throw in the towel and say as much – but Andrew throws me a dismissive glance. :)

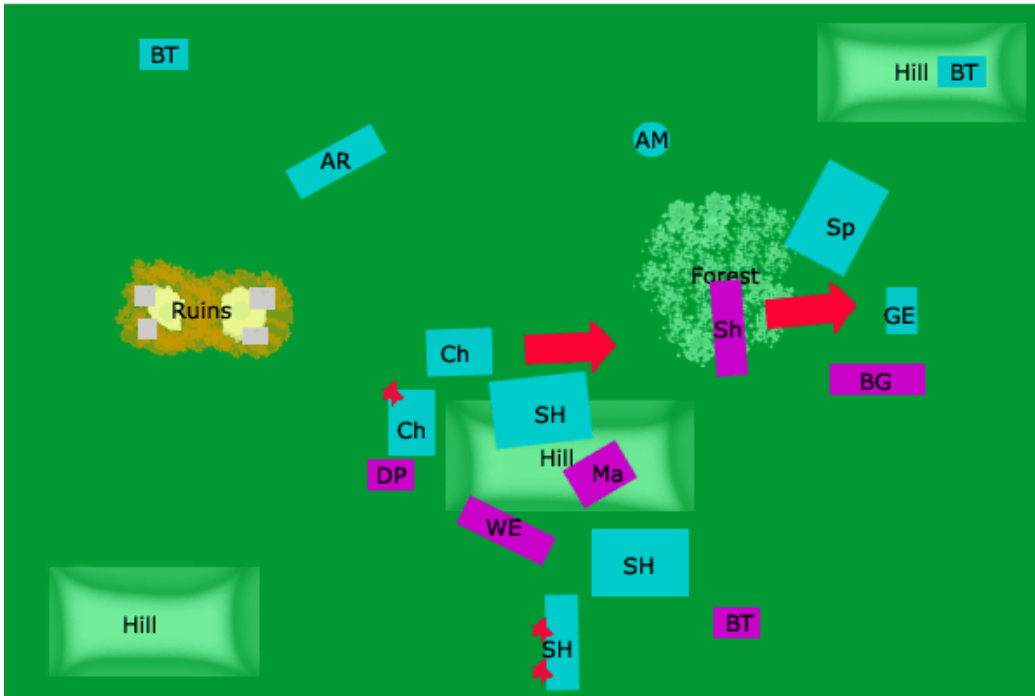
Triel, casts Pelt of Midnight on the Black Guard unit she is in – and Arranseer once again rolls a double 1 to miscast (5th miscast in the game for this so called ‘Archmage’!).

The Shades take aim at the chariot they shot earlier and manage to finish it off. The remaining Reaper Bolt Thrower fires into the small Silverhelm unit bearing down on them and kill 2.

F'lar strikes first with his Sword of Might and kills Imirikol! The combat is a draw and things are looking ominous for the chariot caught in combat with the Dark Elf Noble.

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen;
BT - Bolt Throwers; ER - Ellyrion Reavers; H - Hero; AM - Archmage.



Dark Elf Table Edge

DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus; Ma - Manticore;
BT - Bolt Thrower; BG - Black Gaurd;

TURN FIVE - *The Dark Elves are trying everything they can to salvage something from the game and they are doing some damage to their enemy but at this stage they are playing for a draw at best.*

High Elf Turn 5

The Silverhelms pass their terror test.

The last chariot charges the Shades who flee away and escape into the safety of the forest.

Arnsanseer the Archmage decides to press the advantage and with little left of the Dark Elf army ventures out into the open towards the Manticore, The Spearelves move towards the Black Guard.

The amazingly effective Vaults Unmaking destroys the Witch Elf Warbanner. 2nd sign is cast for a single re-roll. Forked lightning hits the Witch Elves however none perish. Uranon's Thunderbolt is dispelled by Triel.

F'lar wounds the chariot and receives none in return...the combat is a draw however the chariot only has 1 wound left. The Noble is a hero in every sense of the word!

Dark Elf Turn 6

Jarlaxle, realising that victory is fast becoming out of reach throws caution to the wind and charges the Silverhelm unit – who pass fear test. The Black Guard charge the Great Eagle in their path.

The Black Guard (well actually Triel!) finish off the Eagle and overrun out of the spear unit's line of sight.

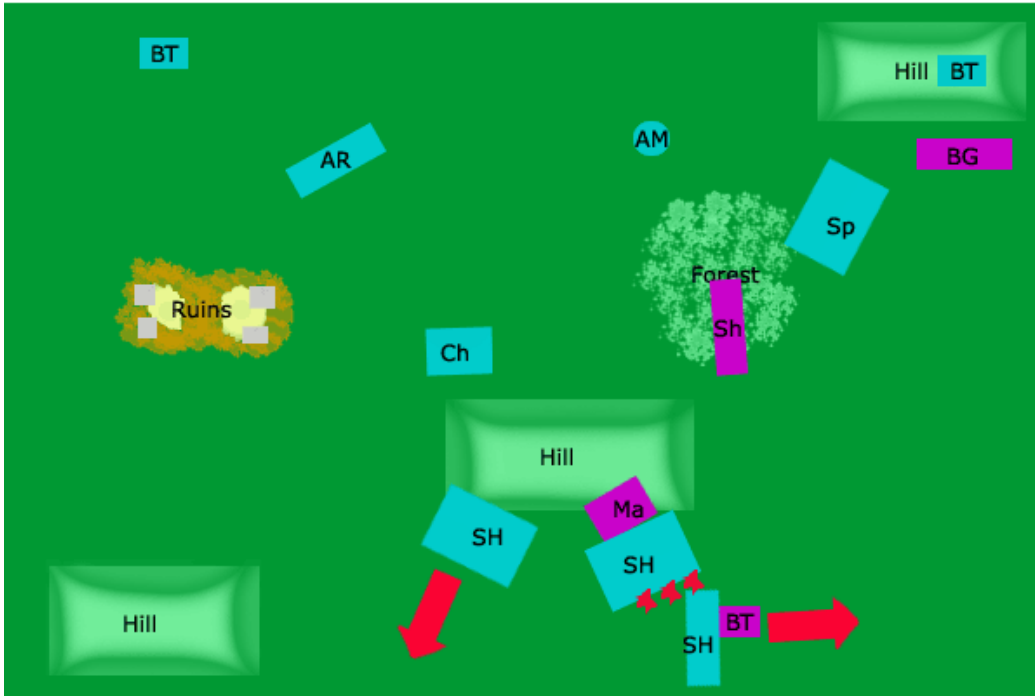
F'lar reduces the chariot to a pile of rubbish with his magical sword. Jarlaxle D'aerthe issues a challenge and Valinor (the High Elf General) surprisingly accepts. The Manticore kills Valinor and

then Jarlaxle inflicted 2 more wounds (for a total of four!). Despite this the Dark Elf Highborn loses the combat by 1 but holds.

If the unit champion had accepted then next round the High Elf general could have accepted and then gone first and with the Jarlaxle only having 1 wound left with a measly 4+ AS, would have probably died. *(Thanks for the advise Charles! – Ed)*. Kent says “another lesson”!

High Elf Table Edge

SH - Silverhelms; Ch - Chariot; AR - Archers; GE - Great Elves; Sp - Spearmen;
BT - Bolt Throwers; ER - Ellyrion Reavers; H - Hero; AM - Archmage.



Dark Elf Table Edge

DR - Dark Riders; Sp - Spearmen; WE - Witch Elves; DP - Dark Pegasus; Ma - Manticore;
BT - Bolt Thrower; BG - Black Gaurd;

TURN SIX

High Elf Turn 6

The Silverhelm unit lead by Ithyllion charges the Witch Elves.

2nd sign spell is cast producing 2 re-rolls. Once again the attempt to dispel Pelt of Midnight fails. However Uranon’s Thunderbolt is cast onto F’lar, and after fleeing for most of the game, taking a charge from a High Elf hero and a chariot and not only surviving but destroying them in the process, F’lar is killed by a lightning bolt!!!

The charging Silverhelms make short work of the Witch Elves and run them down into the ground like the slovenly bitches they are! *(Once again, thanks Charles! – Ed)*

And with that the battle draws to close. The Dark Elves withdraw what little force they have left and Bregan D’aerthe is left much weaker for the experience.



Jarlaxle D'aerthe charges headlong into the Silverhelm unit. The High Elf general is slain but very soon the Dark Elf Highborn is surrounded by Elven knights. Jalale manages to survive the battle to live another day and vows to take revenge on his most hated of foe...the High Elves.

As the dust settles it is obvious that the High Elves were victorious and after a quick calculation it turned out to be a minor victory (we were using the 3000 point Victory Point table),

High Elves – 1913 VPs

Dark Elves – 1211 VPs

Minor Win to the High Elves.

Kent's Postscript

Hurrah! Victory! Yes, a great game. Mistakes were made by both of us, and as Charles said, the result of the game really hinged on that crucial combat between the Witch Elves and Valinor and the Stars of Elrohir on turn 4 (?) Actually, even then, Andrew could still have pulled off a draw with a bit of luck, so the game was in doubt right till the last charge! More importantly, Andrew is a pleasure to play, and we enjoyed ourselves!

Yes, many of you will have wondered what I was up to with exposing my flank to a bunch of rabid Witchelves! Well, it was a conscious decision to go for broke, and if I hadn't done it, as it turned out, the game would've been a draw. I saw that unless I made the charge, it was most likely that Andrew's spearlves and bolt thrower would survive the game, and I still thought the odds of winning the combat were in my favour. If you do the math, even if all 15 attacks of the Witchelves hit, I would have suffered only around one wound, and I did have Valinor and his trusty steed on the flank to hit back with, and the war banner in the unit. Charles pointed out that the next turn, the shades could've charged my rear, again, this didn't overly worry me, because they would've been very lucky to do one wound, and I quite possibly would've done a couple back, thereby negating their rear bonus. Against a 2+ save, strength 3 really is a huge handicap. Still, a decision with risk, but often in Warhammer you just have to

gird your loins and take one.

My real mistakes were perhaps less obvious... First up, as a High Elf general, you really must remember that your troops are immune to panic versus the Druchii!!! Yes, my bolt thrower ran from a nearby fleeing chariot when it should've been putting holes Andrew's Manticore and knocking off the last dark rider facing it! This was actually rather crucial. In fact, as it turned out, it was the Dark Elves in this game that were immune to panic and not me! They passed every panic and rally test they were required to make all game! Another mistake was charging both Imirikol and my chariot into Andrew's hero on Pegasus. I wasn't likely to kill my Dark elf cousin in the inevitable challenge, and the chariot's attacks in the 2nd round were therefore useless. Much better to have charged the chariot in, removing the Pegasus from play, and used Imirikol to shoot the hero once it had destroyed the chariot and probably declared a charge on him in the next round, in the meantime, Imirikol could've shot the lone dark rider opposite the bolt thrower, thereby freeing up it's valuable shots to shoot something else! As I said before, my shooting would play an important part in the battle, and if you have nothing much to shoot with, your shooting's not much good is it!? The last mistake was of course, challenging Andrew's Lord with Valinor. Basically, I forgot that the Manticore got to fight in the challenge as well! Actually, even then, I shouldn't have done it, but I thought it would be the noble thing to do, a final clash between the two army generals to finish the battle! Anyway, despite my errors, the army performed very well. I believe my point was made that the old Dark Elf list really is the weakest in the Warhammer world. I and many other generals in the Warhammer world are very happy to see the updated Dark Elf list. Now the Druchii will hopefully have the tabletop oomph to justify their fearsome fluff!

Andrew's Postscript

Boo...hiss! Well in the end my force could not stand up to the pressure that Kent's High Elves could maintain. 4 chariots and 2 units of heavy cavalry backed up by fast cavalry and great eagles; Kent's was a good army indeed. I did have my chances but after the first turn and the loss of 75% of my Dark Riders I was always going to be on the back foot. The Dark Riders are VERY important to my battle plans in every game.

My Black Guard did not get into combat the whole game with a movement of 5 inches that is totally my fault. Being stubborn on 9 they could have held up one of Kent's main units for a large portion of the battle but I held them back for a turn or 2 too long. The Witch Elf charge into the flank of the Silverhelms was very disappointing. I agree with what Kent said in that I should have really only done 1 wound even with all those attacks, however just that 1 wound would have meant I won the combat instead of lost and it could have changed the whole battle. But it did not happen and Kent made the crucial armour saves when he needed them. (Like that pesky Ellyrion Reaver!!!)

In hindsight I probably should have committed the Manticore to combat against some of Kent's stronger units earlier in the battle but instead I wasted turns charging Great Eagles etc. The crucial part for me was when I had the choice of charging either the Spearelves lead by the level 4 mage or a unit of Silverhelms with Jarlaxle and his Manticore. I was a little apprehensive to charge headlong into a fully ranked unit but with hatred I probably could have got away with it. In the end Kent's Silverhelms failed their terror test from the charge, if that would have been the Spearelves and Arranseer that would have been the game right there! (A hollow victory maybe but my point is that I should have charged the spear unit in any event).

Kent's shooting was very effective and his Bolt Throwers were just Dark Rider destroyers. I had a few chances to destroy them but at the end of the game both were still in tact. That is always a bad sign.

After the game I went back to having a single level 1 mage with 2 dispel scrolls and a Noble in a Cold One chariot in my standard 2500 point army. I am looking forward to MOAB and the chance to field the Dark Elves in a three day tournament. I still do believe that the standard Dark Elf list can be an effective tournament army and want to prove it before the amended list is published.

Overall I thoroughly enjoyed the game. Kent is a great guy and a very challenging and competent Warhammer opponent. I hope I get the chance for a rematch, perhaps in a tournament down the track. I will let you all know how I fair at MOAB with the Druchii. Cheers.

Until Next Time...

Issue 3 has come and gone and we fell one short of the magical 50 page mark. A hearty congratulations and thank you to all the contributors...including the people whose articles did not make this issue. I will endeavour to get them in the next issue.

Once again I have gained immense satisfaction from putting this issue together. Please keep supporting the e-zine with your submissions and words of encouragement. They all help and knowing the magazine is being appreciated drives me on.

On another note, if you download the magazine from the site and one of your friends wants to get a copy, please encourage them to download it from the site themselves. I am trying to get some accurate statistics as to the amount of people reading the magazine (for sponsorship/advertising proposals) and if you make a copy for your friend from one you download yourself then that new reader will not count in the tally of downloads. Thanks.

The next issue is slated for a Christmas release. And like I mentioned in my editorial I hope to have a few articles from overseas contributors. Four issues in the first year of publication will be a huge milestone and something I will be immensely proud of.

I am trying to make the e-zine as professional as possible through each issue and if you have any ideas in that regard don't hesitate to let me know your thoughts either through email or talking to me in person at a tournament.

Finally, I would like to give a special thanks to Charles Black and Kent McIntosh for their efforts in the battle report.

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

Until next time, take care and happy gaming!

Cheers,
Andrew Galea