

Gobstyk Gossip



Needless to say we have plenty of good

Welcome to the third Gobstyk Gossip and the first of 2005.

2004 was a busy year for all at the club and culminated in our Christmas meeting.



With the handing out of the new *Gold* and *Bronze* membership badges, plenty of mince pies to eat and loads of games it was a night to remember.

So what is Gold and Bronze membership? Well it all started with the Silver membership scheme started by **Gary James** back when the club was young. The scheme was to encourage members to paint their models, and to qualify you had to have a painted army of a reasonable standard. (For more details, please see the website).

Bronze membership is a step down from silver, and covers border patrols, blood bowl and other games that require less models.



Gold membership is a long service award. To qualify you have to be a member for five years.

We also expanded the silver and bronze membership schemes to cover those who don't war game.

The club has a strong cohort of card players and role players, who obviously have no need to paint copious amounts of models. But we didn't want them to feel left out.



After lots of thought our current secretary **Will Platten**, came up with the idea of rewarding written backgrounds, running games, organising decks, and arranging tournaments.

I could fill this whole newsletter with information about these schemes, but you'll just have to find out about it via the web site, or by checking the notice board at the club.

WH40K.

Lots of 40K gaming going on at the club at the moment. Will is also organising a campaign of good vs. evil.

Our 40K tournament players are going well, following the success at the GCN event, we followed up with second place at Open War, run by the 1st Company Veterans (Lenton).

40K players and those who are playing for the sheer fun of it. And those with a foot in both camps!

WHFB.

The buzz around the war hammer circuit at the moment is border patrol. As we can get plenty of games in, the less experienced players get more opportunity to play and learn from the more experienced players.

Andy Thompson is planning to run a WHFB campaign, unfortunately the sign up sheet is full, but I'm sure you budding newcomers will see lots of strategy going on. And of course a healthy amount of intrigue and back stabbing.

Role Playing.

A successful outing in Victorian London as Vampires is now being followed by lots of muscle bound barbarians in Conan the role playing game.



Richard Hayhurst, the regular games master, has moved away to Ipswich. He'll be missed and the role players wish him all the best.

Card Players.

Those of you who came to the magnificent open

day will be encouraged to hear that a repeat performance is planned.



When more details are available we'll let you know. Meanwhile you'll find the card players busy preparing and practicing for their next tournament.

Blood Bowl.

How I wish I had been a betting man. Those of you who read the last issue of the Gobstyk Gossip will remember that I tipped Will and his Lizardmen for the cup. Well the climax of the season saw Will beat off tough opposition from **Phil's** Dwarves. Will was aided by an untimely double 1 by Phil. That is the way of things in Blood Bowl.



January sees the start of the new season, and many club members have been busy painting new teams. So if you think you have got what it takes to lift the cup, or you want to get into the game as a newbie, there has never been a better time. No need to paint hordes of models, just 11 to start with and no more than 16.

So which is better WHFB or WH40K?

An interesting debate has been going on over the Gobstyk forum. I suppose I should take some of the blame for starting it, but the inspiration came from one of our younger players, Lee.

Lee 'think before you type' **Cant** has been a very vocal member of our on-line community, made a comment that WHFB requires skill to play, implying that 40K does not.

On the whole most players, from both camps, agreed that WHFB was more tactical, but there was some debate as to whether or not that made it a better game. BobKaye went into great detail as to why WHFB was silly and why he will always prefer 40K, mostly to do with 'Blocks of Troops' and the way missile fire was dealt with.

The biggest difference in the games was decided to be manoeuvring, it matters a whole lot more in WHFB.



Lee settled the whole matter with a flourish at the finish. "When I was younger I enjoyed 40K, but now I've grown up and got into WHFB."

A tale of one gamer.

Phil Croft has been inspired by the White Dwarf article, and started putting together an article on developing a new army.

He has posted his Chaos 40K army on the forum, and decided on a purple and silver paint scheme.

We hope to see the full article with pictures on the web site soon, but here is a taster:

"I had converted my Lord out of my bits box (I believe you should always convert your characters, even if nothing else is), and I was preparing to paint him, when I hit upon another problem. No purple paint! So looking through my painting box, I came across three pots of paint that I hadn't even opened... Scab Red, Red Gore and Blood Red. "

If you have any ideas for the newsletter then submit them to the website, or to me at the club. My mug shot is here on the newsletter so you know who to find.

Hope you roll well in 2005.

Cheers,
Pete D: Editor
Tuesday, 22 February 2005

