

# Gobstyk Gossip



Welcome to the forth Gobstyk Gossip, we have had a really busy start of the year.



On Thursday 13<sup>th</sup> January we were lucky enough to be visited by 'Team Badger' GWs own GCN team (Gaming Club Network). It was a most enjoyable evening. I won my game, as did many of our team.



We played both WHFB and WH40K at a variety of sizes. The time we spent playing border patrol and 40K in 40mins paid off, as we won some of those games. Our veteran tournament players did us proud in the bigger battles, and the overall result puts Gobstyk's top of the GCN league table. For now. We hope to get some more challenges in, and play other teams.



Our players have a wide range of experience, and we try not to exclude anyone if we can avoid it. So whatever your level of ability, come along and play.



## Double Squig anyone?

After months of patient (or not so patient) waiting, the squig dice have finally arrived. An idea first conceived last May after the club challenge, we have our own, personalised club dice. Instead of showing a number 1, the squig dice show a, well, squig.

Gamers have had varying degrees of success. Some people have had a large amount of success with the dice. Others (myself included) less than good rolls.



On the night of arrival, I kept an eye out for the first squig rolled in anger. The honour goes to **Gareth Hamilton**, rolling a double squig on the weather table for a Blood Bowl game.

*You can own your own dice. On sale at the club £5 for 20.*

## Sheffield Slaughter. 22<sup>nd</sup>-23<sup>rd</sup> January.



Three club members attended this event in Sheffield. Myself, **Gareth Hamilton** and **Andy Thompson**.

The latter two did quite well, and I, to put it mildly, didn't.

It was a great weekend for all those who attended, and Gareth's magnificent Empire army deservedly won the prize for best painted army. Well done Gareth.



## WH40K

With GCN games going on as normal, there is not an awful lot else going on at the moment. **Will** is organising a campaign and this should be happening soon.



The top of the players at the moment is **Michael Purvis**; his 40K results have put him as the highest rank player at the club. Do you have what it takes to beat him?

### **WHFB.**

Andy Thompson's campaign has started; players have their starting locations and are exploring the map. Playing at 1800 points makes for an interesting game.

You may think it unusual but an 1800 point game is often bigger than a 2000 point one! With the lack of a Lord and tighter restrictions on Special and Rare slots, generals have to rely on their core troops, which are often cheaper.

Of course dice rolls still play a big part. As people who saw me lose miserably to **Adam Gallon** will know.



### **Blood Bowl.**

The season is well and truly underway. January saw most people playing Blood Bowl.



Last season's finalist **Phil Croft** is currently top of the table, with my Chaos team second. Both teams are unbeaten. Unlike **Andy Dodd's** Orcs, who somehow have not managed to win a single game in half a dozen attempts.

### **Bikers of Doom.**

**Phil Croft** is play testing a game of bike gangs, based on Necromunda. It sounds like great fun, and I am well on the way with a couple of conversions of my own. We hope to feature this game at Games Day in September.

### **Card Playing.**

A grand day is planned for the card players. Run by **Chris** the event promises to be an extravaganza.



In the meantime the group have been preparing a board to play *Lord of the Rings* on. It is looking very impressive so far.

### **Learning to Play.**

Gobstyks is a great place to learn to play the games. From examples of good sportsmanship (like when I throw a paddy fit at the dice, or taunt opponents) to advice on tactics and strategy. (Often just after it is too late!)



You also see a wide variety of painting styles and conditions. From Best Painted Army winners and armies scoring maximum marks at tournaments, to beginners having a go at painting and works in progress with some or all unpainted. All are welcome at the club.



Indeed it is often a good idea to get some games in during the painting. Of course it is a well known fact that painted models have better luck with the dice than unpainted ones.

You can also pick up tips on how to make a nice base for your models, easily and quickly. This really makes a good impact on an army.

*If you have anything you'd like to see in the Newsletter let me know. 100 word articles welcome and wanted!*



**Cheers,**  
**Pete D: Editor**  
Tuesday, 22  
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