



About Us.

We meet on Thursdays from 6pm to 10pm.  
We meet at St. Andrew's Church Hall (ask the friendly GW staff for directions!)  
First visit is free, after that an affordable £2 entry charge.

Member Profile.



William Platten.

Will (not the pop idol) Platten is a founder member of the club, and about 18 months ago took on the job as club president. He also manages the web site. A keen player of most games systems (usually Eldar for WH40K and Orcs for WHFB), Will isn't known for his proficiency. He managed to dominate the Galaxy of Damnation (2) when he only won one game of 40K during the whole campaign. A tournament player, Will is well used to finishing in the also rans, but always enjoys the whole experience. But don't let his joyful and jovial exterior fool you, he is a killer blood bowl player. If you want to have a fun game of WHFB or WH40K and win, play Will! But don't go near his Blood Bowl team! They are nasty.



Issue of the month.

Should the Vehicle Design Rules be used in a game?

For.

Why not use them?  
WYSIWYG?  
Painted?  
No problem.

If someone has gone to the time and effort (or expense!) to create a special vehicle, let them use it. But WYSIWYG it must be! And obviously so. If you want a gattling mega battlecannon or some-such there must be no doubt whatsoever that that is what it is.

Of course the final veto has to always be with the opponent. You cannot force someone to play against you! If you go around trying to abuse rules then you are bound to find getting an opponent willing to play against you becomes more and more difficult. You will only have yourself to blame.

Gareth



Against.

Generally I think not, as they can severely unbalance the way that the game plays. Perhaps the only times that they should be allowed, is in non campaign games, with agreement from your opponent and perhaps most importantly, after informing your opponent of all the characteristics of the model.

Andy T

Gaming Update.

WH40K.

This month saw an influx of self designed vehicles making an appearance on the tables. This raised many eyebrows among many of the gamers.

Still the new WH40K campaign will be starting just after Easter. Great fun to be had by everyone.

WHFB.

The campaign continues. In the bi-weekly struggle between the forces of good and evil all was even going into the final week. But Mr. Hamilton had something special planned!

The two force overlords faced off, and every player brought a free special character onto the table. Gareth drew up a list of random events that happened every turn, and a night of great gaming commenced. The individual games counted for nothing, but once they were won, reinforcements were made available.

Teclis managed to get himself killed, but on the whole a great game from Andy gave the forces of light a 7705 – 2779 point win.

Blood Bowl.

The veteran teams continue to go from strength to strength. Gareth's Ogres actually picked up a ball, and Andy Thompson has a catcher that can move 10 squares!



Gobstyk April 2002  
Collectable Cards.

The Lord of the Rings, 40K and even good old Magic Cards are taking over a few tables on the way in. As a complete outsider to this part of the hobby, I asked the assistance of one of our roving reporters to fill me in!

Lets start at the beginning, a CCG (collectible card game) is exactly what the name would suggest, a game using cards, which the players collect. However, they do not use standard playing cards, instead they use illustrated cards each of which have their own rules and statistics.

Most games shops sell starter decks, but these usually form a foundation to build upon, adding further cards from both purchasing Booster Packs and trading with friends and other players of the game.

CCGs are enjoyable to play, especially because they do not need as long as a typical tabletop wargame, and can easily be played with more than the usual two players.

Currently at the club there are two main CCGs being played on a regular basis, Magic: The Gathering, and Warhammer 40,000. Lord of the Rings: the Fellowship of the Ring is also becoming quite popular. Obviously each of these has their own sets of cards and quite different game mechanics and rules systems. If anyone is interested in learning more about any of these games then the best bet is to ask someone at the club who is playing the one you are interested in

Chris J

Army List Printing.

Have a professional looking list to astound your friends and provide easy access to all those stats and special rules.

A free service at Gobstyks, please ask a member!

Silver Membership army.

This month I feature our founder and ex-president Gary James' stunning Ork army.

The list:

Warboss and Retinue (5 Mega armoured Nobz and a Mek) in Trukk

11 Stormboyz, 10 Shootaboyz, 11 Slugga boyz, 5 Tank bustas, Trukk mob (10 strong), 5 War Bikers, 3 Killer Kans and a gun battery.



Trukk Mob

Gary's view.

Orks were my first and are still my only complete army for 40K. I have collected them from the old, quirky second edition days of pirates and weird boyz. It is the quiriness that I like...you can't take them seriously, and they offer lots of opportunities for modelling and conversions.

I began my current Ork army just after the new Ork Codex came out, in preparation for a Grand Tournament. The new Ork plastics weren't out so I used Gorkamorka plastics. Fortunately there were lots of trukk bitz around and Gorkamorka had inspired me to build the 10 wheeler trukks that have become part of the central character of the army. I painted my new orks in a darker, more sober style, and concentrated on getting a unified look across the army whilst using conversions here and there to add an individual feel.

After the Grand Tournament Games Workshop sent me some of the new plastics to paint up before the army was photographed for White Dwarf,

and I now use these in the army and just get my old models out if I need a really big force.

I'm primarily a modeller rather than a gamer, so I don't worry too much about my gaming average provided I have fun. That said, in tournaments I usually manage a 50/50 win/lose ratio (once I find my level!). So, if you are looking for a sure-fire winning force don't choose Orks. But if you want to model and convert and have some fun, I still think they are the best army around.

Gary James



Storm boyz take to the air!

Model of the Month.

Always on the look out for extra effort and improvement with painting; this month I cast my beady eye on one of my own models.



If you have painted a model recently, and you are really proud of it. Let me know and we'll see if you can get your name in lights! (Well in the newsletter anyway!)

Thanks for reading, see you soon!

Pete (editor)