

Gobstyk, the Newsletter

Issue 4, August 2002

Member Profile

A keen gamer in a variety of systems, Gareth took a while to settle down to his



favourite army. He now plays Skaven for both WHFB and Blood Bowl, and Imperial Guard for 40K (Which were both featured in White Dwarf). He also has a dwarf army.

Gareth 'Bob' Hamilton is the painting supremo at Gobstyks. His models never cease to amaze passers by, and he has won best painted army on more than one occasion.

Gareth is the membership secretary of the club, so his main job is to hand out the little membership badges you may have seen around and about. To qualify as a full member you must have

attended at least half the club sessions over a period of 6 months.

Gaming at Gobstyks.

With no campaigns running during June and July, there was a chance for the club members to relax and have more 'friendly' games. Although Andy Thompson seems to think it is a personal challenge to get as many attacks with his Chaos Lord as possible. My High Elven cavalry army is



nearing completion as I am writing this, so should be ready by the time you get to read it. Despite the fact that there are no games been organised especially, I keep seeming to get challenged!

WH40K

Neil Chapman is relaunching the 40K ladder system, as a way of seeing who are the players to beat at the moment. The last ladder saw me (hurrah!) as undisputed 40K champion. Last time your challenges were restricted to the rung directly above you. Not so this time! If you see a player you think you can beat, then challenge them! If you win, you swap places. Simple.

Blood Bowl.

As we enter the second half of the year, the team coaches are beginning to think about the play offs. Each team enters their best 5 results, then the top 8 enter a seeded knock out competition to see who is the Blood Bowl champion. The pundits (well me) think that Tim's Undead team are the hot favourites. If you haven't entered a team yet there is still plenty of time. 5 games between now and October. Easy.

Silver Membership Day.

On Thursday 6th June, Gobstyks hosted a grand silver membership night. All the current Silver Membership armies were brought into the club, and photographed for White Dwarf. As you can see opposite, the collection is quite impressive.

Each silver member was given a certificate and a pin on badge, but the greatest reward is seeing a fully painted army on the field of play.

Andy Dodd's all mounted Dark Elf army did not have enough models to qualify. A shame, but, as you can see, he managed to field a legitimate army by raiding his supply of spare models and fielding a legal list that is unlikely to be used. Andy's all mounted list is a good example of theming an army.

Theming is an increasing popular way of building an army. Instead of just

fielding a force using the list, the player chooses to have a certain style of play or background story reflected in their list. This gives great opportunity to convert models and adds an element of narrative to a game, especially against regular opponents. I am sure Andy will agree that this increases the fun had during a game.

You too could have a silver membership army. Just come along to the club, join up, attend the meetings and when your army is ready show it to the club's painting supremo: Gareth Hamilton. He will decide if your models are up to the general gaming standard required. Then show



(Pete Delafield) your list, and I'll see if it is legal and has more than 42 models. Then play a game against another silver member to show that you have an understanding of the rules. You then qualify for Silver Membership. Not easy, but not too hard either. With a little effort and commitment, anyone can achieve silver membership. Good Luck!

Army of the Month

Rick's Blood Angels

Rick has kindly let me say a few things about his Blood Angel army. Rick's armies have a reputation for being aggressive. Rick does not go to take prisoners with his force selection. Often his opponent will be heard bemoaning a charge saying "How many attacks? How many power weapons?" Blood Angels are a natural choice for a player like Rick. Like Rick the Blood Angels play best when on the charge, and Rick has tailored his force to get in very fast. But not entirely lacking balance as the devastator squad and dreadnoughts can provide supporting fire (Until the dreads assault that is!) The tactical squads are



effective standing back with supporting fire and moving in for the kill. Throw in some assault marines and you are looking at trouble. Always lead by a chaplain, Rick's main unit is

his Death Company. Favouring the rhino transport option, these guys can get you from a very long way off! The major weakness of Rick's army is the lack of models. A few failed armour saves could really start to hurt it, but on the whole each model is very tough and the army is hard to kill. Rick was once the holder of the beardiest army at the club award with this lot. Take them on at your peril!



Tournaments!

Be on the lookout for tournaments this month. The posters should be up in the shop, or ask a club member for details. Will a team from the shop be able to compete against the legendary club members? The gauntlet is cast down! Can YOU pick it up?

The tournament will be 40K based, a 1500 point army. Make sure you can split your army into a 1000 and 500 point detachment. And make sure you



are ready for some of my special tables!

Issue of the Month

Special Characters.

Against.

I would have to say, that I am generally against special characters, particularly the like of Archeon and Malekith etc which if they are included with a unit are almost unstoppable, except by another special character, with the right magic weapons.

I thought that one of the objectives of the latest edition rules, was to reduce the effect of characters up the game, but lately the special characters have been getting much better and with Archeon the opponent even cannot veto his inclusion.

The only plus side is that they do cost hideous amounts of points, which does tend to deter players from using special characters. The same is true for 40k.

Cheers

Andy T

For.

Special characters allow you to field 'fantasy historic' armies. Who wouldn't want to re-enact the great battles between Tyrion and the Witch King Malkeith? The background (or 'fluff') is greatly enhanced by the use of special characters. The models themselves are often spectacular and promote excellence and a raising of painting standard. Why spend all that time painting an heroic figure, just to use it as some unit champion? In terms of game balance, the special characters are over priced. You can put together much better combinations using the standard rules. They often take up more than 1 character slot in WHFB! This weakens an army, not strengthens it. If someone wants to take a special character they are taking on both the advantages and disadvantages of it, and good luck to them!

Cheers,

Pete

Model of the Month

Adam Galleon has supplied this months model. A fantastic giant, nice base and some interesting little conversions. I liked the cannon used as a club. Little things like that are really simple to do, and make the model your own, rather than just another White Dwarf page look alike. (Which is my favourite way of painting, as it is the easiest way of getting great results. Adam is currently deciding which



of his many WHFB armies to take to the Grand Tournament. You may remember his Vampire Count force from the June newsletter. Having conversions in your force is an easy way of upping your painting score. Good work Adam. One of the good things about Gobstyks is that you'll have people to talk to and help you if you want to take part in events like the GTs.