



Gobstyk June 2002

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.

New Scenario.

Multiple objective Take and Hold.

Overview. Your force has been given a number of specific locations to capture from the enemy. These could be a hill, an important building, a bridge or an ammo dump. You must eliminate the enemy forces in the area and hold your objectives against any counter attacks.

Scenario Special Rules.

Infiltrators, Random Game Length.

Set Up. Choose 5 suitable pieces of terrain, one goes in the centre of the board. The others are then deployed like the counters in a rescue mission. Set up troops as in Recon. Note. Deploy the terrain before choosing board edge.

Mission Objective. To control an objective you must have the closest unit to the objective at the end of the game. Immobilised vehicles or units of bikes, cavalry or infantry with more than 50% casualties cannot control an objective. The player controlling the most objectives at the end of the game is the winner.

Army List Printing.

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

Get assistance in your list writing from tournament regulars!

A free service at Gobstyks, please ask a member!

Member Profile.



Andy Thompson.

A founder member and current club captain, Andy has gained infamy at being able to field a painted force for almost every game system. Painted in any colour (as long as it is blue.)



A regular UltraMarine player (and Ultra Tau and Ultra Bretonian) Andy 'Land Raider' Thompson has a great track record in game play. Probably second only to my own (smug mode-Ed).

Andy has more armies than hot meals but usually fields WH40K Marines, WHFB Chaos or Bretonian, Blood Bowl humans and Warmaster High Elves.



Issue of the month.

Should army selection be based solely on winning?

For.

Yes, if 'win' means getting what you want out of the tournament. For some people this is winning as many games as possible, for others it is showcasing their carefully painted and converted models, for others it is inventing a unique character and

background.

I find that on the whole people who go in for the modelling and background stuff are fairly philosophical about losing to power gamers (or even just better gamers). It's only when power gaming is so extreme that it drives all the pleasure out of the experience that I'm likely to take my bat home.

Gary.

Against.

As many may have seen, I enjoy developing a character or story behind my armies. I like to create the army to reflect the background that this gives. For example my pre heresy world eaters do not have any daemons in it (although there may be a persistent psychic affect).

A good gamer should be able to take an army and with a background select a balanced army that is fun to play.

I can understand the power gamers choosing a "TO WIN" army with 30+ star cannons in it, for a tournament. However I find that most serious gamers will select an army "TO PLAY". This is a very major difference.

An army is a reflection of your character; I tend to go for odd, weird stuff that doesn't fit the norm.

Oh, perhaps then, army selection has nothing to do with character.

Gaming Update.

WH40K.

The brief Imperial vrs Alien campaign is over. The aliens won. However (and this is a secret) I had no idea how many points each side had after the first week! (Don't tell anyone!)



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However, plenty of unusual scenarios and rules were tested. The tables leapt to life as dinosaurs, asteroids, killer plants and news reporters roamed free.

Good fun had by all, and if anyone wants to play a fun game using some of these odd rules, just let me know and I'll set it up!

WHFB.

Some great looking armies around at the club, and some very dangerous ones. There has been some talk of a new campaign starting for WHFB, so watch this space.



Army of the Month

"Don't be afraid, be very very frightened!"
Dracula, Nosferatu, Vampire!
The ultimate horror film monster.



WHFB lets us mere mortals command five "flavours" of these, currently I'm trying the least used, the seductive Lahmians. They're arguably the hardest "flavour" to use, relying less on their martial prowess or overwhelming mastery of magic than others of their kin, instead using psychology to master their mortal foes. However, an enemy dishing out 3 or 4 WS5 or 6 attacks, with S5 - 6, and may be either hitting you first, or may prevent you from hitting back at all, is not something to dismiss lightly. "You charge, I challenge" is my motto here, and with

maybe 3 leadership tests, at -1 due to being up against a Lahmian, you're highly likely to fail, and either the attacks you've got will be wasted, or so will you be! Added to a nice chunk of Skellies, all ranked up and bannered behind, it's run away time!



The biggest problem for me, is remembering the "-1 from opponent's L" rule, apart from forgetting that I've stuck some other magic nasty on the model too. If a Lahmian does get hit, she's likely to die (again?), as lacking the ability to use mere bits of steel as armour, does restrict her somewhat, likewise she can't go tooled up with a Great Weapon, again, if it ain't magic, she can't use it. This restricts the choice of offensive/defensive to fairly pricey magic items and I can't even use the Flayed Hauberk, thus getting a 1+ save! So, with the best of a poxy 5+ Ward save, or 4+ if I risk going stupid with the Crown of the Damned, getting to hit first in combat is essential. Unfortunately, if the foe is immune to psychology, then most of the Lahmian Bloodlines are useless! Only Innocence Lost gets me hitting first, unless you've got something that hits first too, in which case, the +2 to I for a Lahmian might be very handy, few things have an I > 9!



The only real bugbear with Lahmians, is in my opinion,

the lack of good GW models to represent them, their offerings are frankly ugly and as unerotic as possible (Seen those new daemonettes?). Thank the lord for i-Kore, as they've got 4 splendid, scantily clad babes, including one with a big bow for me to use instead. Think you're hard enough punk?
Adam

Silver Membership.

Painting and presentation

Every model must be painted to a reasonable gaming standard. All models (except tanks etc) should have a properly finished base.

You must have painted the majority of the models.

Army composition

The army must be worth 1500 points. 2000 for WHFB.

Your army must meet all the requirements for the *standard force organisation chart*

Your models *must* be WYSIWYG (What You See Is What You Get).

Chapter approved items from White Dwarf are acceptable.

The army *must* include *at least* 45 models. **You are advised to get your army list approved before doing lots of work on your army.**

Army lists

You must produce a clear, printed (or neatly written) legal army list.

Model of the Month.

Dave's fantastic Empire Griffon. Do you have a newly painted model you'd like to show off? Let me know!

