

Battle Abbey to Peppering Eye

Welcome to the High Weald National Landscape, an unspoilt medieval landscape. This walk takes in some urban walking, wide open fields, woodland sections and along Telham Lane, then right past the historic site of the Gun Powder Mill, that now is no more but lends its name to both a road and the stream that runs down the valley.

Distance and duration	A leisurely 6.3km walk, taking about 2½ hours, to allow for seeing all the points of interest on the walk.
Level	This is quite a hilly walk, but no really long climbs, just a few “field width” ones!
Start point / Post code	Battle Abbey gatehouse, TN33 0AQ
OS map reference What-3-Words	Explorer 124, TQ749158 https://what3words.com/neck.smarting.yoga
Other information	Click here to download a GPX file of the route . On your return Battle has many cafes and bars where You can refresh yourself and contemplate the historic environment you have just walked through.

I-Spy - Something to look out for in the landscape



This walk was kindly provided by Bev Marks of [Battle Ramblers](#)

With the Battle Abbey Gatehouse steps behind you and looking up the High Street, across the now tarmac area known as the Abbey Green", turn right through the half arch. Walk alongside the stone-blocks Abbey wall, looking towards St Mary's church with its splendid Cedar trees in the churchyard. Beside the churchyard note the mini roundabout sign and follow the footway still facing the traffic towards "Hastings A2100", past the Chequers Inn (with a rather odd sign?).

Continue somewhat downhill and at the Burstow and Hewitt 'AUCTION' sign cross the road at the Zebra crossing. Continue eastbound along the footway, passing by Powdermill Lane on the right at a second mini roundabout and continue over the Station access road, passing the 'The Railway Country Pub' on your left.

Now climb slightly, over the railway bridge past the Esso fuel station on the right. A few metres further on at St Mary's Terrace stop and look across the road to see an unmade-up track with, to the left, a row of terraced cottages built when there was a tannery here, with ground floor bay windows.

Cross the road (VERY CAREFULLY) into the track, noting both a wooden fingerpost and a stub-stone on the right, amongst 5 water services marker stones. Proceed for 100 metres to enter a "green tunnel gap" just to the right of a field gate labelled: "1&2 Lamberts Cottages".

The path proceeds southwards between a field hedge on the left and close board garden fences on the right; this then becomes slightly more open with hedges on both sides to the unusual "Tumbledown" stile. The trick to climbing through is to depress the top bar at the left post and suddenly all the bars drop down to allow an easy step over!

After the Tumbledown stile, cross the inter-field track and field-gate on your right and proceed through the wooden barrier. The path is roughly parallel with the field edge about 2-3m east of its barbed wire fence, to your right. In this shrubby area be careful of many small stumps from cut-off trees. Re-join the older path route just before a wooden field gate on the right with barbed wire along its top. Cross over the stile and ghyll then proceed uphill through the wood, passing by a ~20m long wall of stone-blocks (Abbey remains?) – perhaps evidence of a substantial building? Emerge from the wood into an unusually large field for the High Weald, which used to be two fields with a lay-grass strip between them. As a result, the path route is obscured by cropping, so the following description is detailed enough to describe where to go.

Aim at the nearby wooden-pole electricity cable route (noting a steel pylon – the left one of two on the higher horizon above the trees, is about the same direction). Continue just to the right of the first wooden-pole and proceed more or less parallel with the 3 wires line, but diverging slightly right, down to the bottom of the field (where you will now be about 40m from the nearest wooden-pole. This is the edge of a wild seeded area and not cropped, look towards the wood and note a tall dead tree above the other trees; the entrance into the wood is a tiny gap below a Turkey Oak tree to the left of the dead tree.

Immediately through the hedge gap you are in the wood which has an obvious path to follow. It descends to a ghyll over which a stile is visible followed by a short (30m) steep uphill slope.

Emerging from the wood at another electricity wooden-pole, walk uphill half-left across the field towards a large clump of mid-field brambles. You will then see a wire fence and a metal field-gate to aim for, still walking uphill. Go over the stile that comes into view at the l

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last moment and turn right into Telham Lane – a usually quiet country lane. Nevertheless, take appropriate care and walk on the right-hand side facing any oncoming traffic.

The walk now keeps to the lane for approximately 1.5km, passing stables on the left, so horse riders are likely to be about. Continue over a slight upward slope and then down somewhat to the bridge which passes over the Tonbridge to Hastings railway line in quite a deep cutting. Then the lane passes the very strangely named house: “Stakyindens” on the left and continue further downhill until on the left a double metal field-gate with stile to its right is seen.

The view at this point shows the next significant destination: an Oast House, down in the valley, that pokes out above the trees. Cross the stile, heading half right to a gap in the hedge at the bottom edge of the field, which when closer will reveal a stile. Cross the stile and still descending, aim to the left of the red brick buildings. Pass close by the metal fieldgate on your right and over the stile beside a wooden field stable. Follow the short leafy twitten track and emerge past the wooden fence into a yard with the Oast in front of you. This is Peppering Eye and the C15th Farmhouse is on your right. Interpretation: Peppering Eye = “Powder (mill) in the valley”.

Turn right onto the tarmac track and look at the other elevation of the farmhouse behind you: it's Victorian! – the building has had many alterations over the years! To your left is a slightly sunken field which was the sight of the now nearly all demolished (gun)Powder mill that used water-power to operate all the machinery from the stream flowing through the valley. A short way further on to the right is “Stone Cottage”– opposite a huge bunded field that was once the mill's header lake - the cottage was the “Sluice Keeper's cottage”.

Proceeding along the lane, if you look back on the right is a very old road sign – nearly rusted away now, but a reminder of former signs, though we think this was installed in more modern times.

At the T-junction CAREFULLY re-join Telham Lane, turning left and walking the short distance up to the grass triangle with many modern road signs and meet Powdermill Lane.

This is a very busy road and the crossing is on a blind corner so make very sure where to go before crossing – the route is signed by a ‘1066 Country Walk – Bexhill Link’ fingerpost. Cross with EXTREME CARE, going up the roadside bank and through the metal pedestrian-gate. Follow the fenced path above and parallel to the road leading northwards back to Battle.

Cross an access track via two metal pedestrian-gates and proceed downhill following the 1066 Bexhill marker arrows. Pass over a rust-coloured water stream (look left) and past some massive vintage oak trees. Then take the right-hand path choice, which is close to the Abbey grounds that extend a long way from the main buildings, with a line of mature Turkey Oak trees on your right and an open field on the left. Climb gradually up to a small summit with a finger post showing the joining of the Bexhill Link and main routes of the ‘1066 Country Walk’.

From the finger post proceed slightly around to the right for just 1½ minutes walking time, to look for the Keith A. Pettit “1066 blackened wooden statue with gold crown” on the right in the Long Plantation woodland!

You are now on a largely hardened bridleway surface with George Meadow on your left, going gently uphill to the Abbey. Go through the metal bridle-gate into Park Lane and the Abbey Gatehouse is immediately ahead. A few more steps take you out into Battle High Street, where you started.

