

# ACE GAME CLUB ewsletter

## Minutes of the Meeting of December 5, 1999

"Let this meeting come to order," said Art Raasio as he called the meeting to order. Art worked his way through several announcements. There will be a Warhammer 40,000 tournament next Saturday at noon to end the current 40K league. Entry will be \$3.00 (\$5.00 for non-members). This event will be a two-part scenario, with the follow-up game to be played the following Saturday. Art said that the plan is to alternate running 40K and Warhammer Fantasy leagues. Contact Jim Thorpe if you want to play Warhammer Fantasy, starting the second weekend in January.

Jim Destromp addressed the members. He said that the rep from ImagineCon is supposed to be here today. Check the ImagineCon brochure for details about the event. Closer to home, RIFTS on Thursdays is subsiding, so Thursday is now available for a new RPG group or other game. Also, check out the demo disks of the Army List program. The publisher wants ACE to sell it, and Jim will be ordering six copies for a start.

Dave Peterson suggested that people reward the programmers of the Army List program with purchases, rather than obtaining the program by, uh, other means.

Jim said that the Hampton Holiday Inn approached him about running a gaming convention. The Game Club had a committee meet to explore this possibility a few months ago and it bottomed out. As a refresher for those who were not here at the time, the club was interested in running a two-day gaming event at a hotel with cheap admission. It was supposed to be strictly for gaming, RPG's, and a little card playing-- with absolutely no artists or book people. [*Gamers are weird, but at least they are not usually pretentious -Ed.*] There would be a very small dealer room to minimize the whining of vendors, and absolutely, positively *no LARPS*. The trouble with this plan was, lots of members wanted to play, but didn't want to work. The down-side of working at a convention is that you have to staff tables instead of playing, and work before the event promoting it and advertising it. Anyway, the Holiday Inn has made itself available for this type of event in the October - November 2000 time-frame.

Dave Peterson suggested if at least 30 Game Club members were to attend MarsCon in January, it would show enough serious interest in Cons to merit considering the idea. On the other hand, if hardly any members attend this Con then the group has no business even considering running a Con because it will have no idea what one is about.

Jim said that the success of the Club's BattleTech tournaments and BFG campaign suggest that when we run

tournaments people are there to have fun and win prizes, and such events would do well. A Pokemon tournament with a Fossil box as a prize would certainly be popular.

Art said that we need to have a separate meeting to discuss the Con project, starting off small and considering what we as a group want to get out of it.

Jim said that Sci Con died because it became a literary event. MarsCon is mostly RPG's. The original ImagineCon people have all left, and the event is now organizing under a completely new staff. When we originally considered doing the Con, I went to several hotels and most were so arrogant that they would not even give me pricing. The Holiday Inn was more realistic, and much easier to get along with. Jim liked running Magic tournaments there, as they would provide nice covered tables at no cost and cater the event. Old movies are not a draw. The key draw would be prizes; it will help to set up a schedule so that you could play from one event to the next. The Holiday Inn has lots of spaces. Coleen Doran took one large ballroom. We need people to put together a package and present it, and to be responsible for each area of the event. A room with five tables of elimination games of BattleTech would be great. Ancients, historicals, and RPG's could also be represented. We could perhaps partner with a historical gaming group.

Dave repeated that he would like to see good Game Club representation at MarsCon as an indication of serious interest in this project. Jim said that the Game Club should not participate in MarsCon because they would not offer the Club any discount. Art said that DecipherCon only offered our members the same discount as was available for pre-registration. Jim said that Cons should offer discounts to all gaming clubs in the area.

Jim Thorpe said that the whole Con issue is just beating a dead horse to him. It is going to go no where because people don't have the time to put into it. He said that he certainly did not have time to do more than game or perhaps run a game.

Jim Destromp agreed that it takes more than about three interested people to make a con happen. Art asked if perhaps six people could meet next Sunday and noon to discuss the Con. Perhaps this group get some direction and look at the whole issue. Jim added that we need to focus on who participates in Club meetings. If we cannot get support for Club meetings, why even look at running a Con. We used to mail out postcards before each meeting. Jim said that he has a volunteer to do the club Calendar, Frank Duval. Art said he wanted ideas on how to promote Club meetings. Dave said he would e-mail people before the next Club meeting. He suggested that the best way to bring up



attendance at meetings is to have fun things planned. [*Heretic! Burn him! -Ed.*]

Art asked what members would like to have on the schedule for the January meeting. Mike Clancy suggested a BattleTech tournament. No Crimson Skies players were available, so Art asked Dave to run BattleFleet Gothic. It was finally decided that Art will run BattleTech after the January meeting. There will be no entry fee and the prize will be a new Game Club shirt. The members approved this by voice vote. Other meeting activities were suggested for future months: painting techniques, VOR, and Necromunda: Lord of the Spyre.

Brett McLean, the Gaming Director for ImagineCon, spoke to the group. He said that ImagineCon is looking for volunteers to be Game Masters at the Con. You can download a form to apply to be a Game Master from <http://www.imaginecon.com>. Brett said that he plans to work closely with the ACE Game Club because it is large and organized. There will be a \$5.00 discount at the door for showing an ACE Game Club member card. Game Masters who run 12 or more hours of gaming will receive a full refund of their entrance fee after the Con. ImagineCon will be the biggest Con on the East Coast, with help from Dragon-Con and Darth Maul (Ray Park) and Larry Elmore's original art. There will be lots of Babylon 5, Star Wars, and Star Trek. The author of a new Dune novel will be there, and Peregrine Entertainment will be there with a special comic just for the show. Blade toys will be there with an original collectible toy for the Con.

Decipher is also working with us on ImagineCon, Brett said. Brett said that ImagineCon did not agree with Decipher's approach for DecipherCon. In the wake of that event, they are more interested in working with ImagineCon. Decipher's event will be annual. Games Workshop, FASA, Decipher will be contributing to ImagineCon; we are in negotiations with Wizards of the Coast (they are currently cutting back on Cons). There will be good RPGA support. Volunteer Game Masters need to apply via the form on our web site. The schedule is currently open, but it will be on the web site as soon as it is available. As you can see from the map in the ImagineCon book, there is lots of space available.

Jim said that he has agreed to take a couple booths at ImagineCon. He will Game Master BattleTech. Dave could run BattleFleet. Tracy would probably want to demo his massive Star Trek variant. Jim's event will probably run Friday - Saturday. Jim said that he would ask Rich to paint a resin MadCat and give it as the prize for his tournament. That should generate lots of interest (there were 38 players last time a MadCat was the prize for a BattleTech tournament). Dave agreed to look into running Mordheim

at a Club meeting as a tournament in preparation for bringing it to ImagineCon.

The meeting broke up at this point. The January 9 meeting will feature a BattleTech tournament run by Art Raasio. The prize will be a Game Club shirt. If Brett McLean comes through with support from FASA, VOR will be the feature at the February 6 meeting. Mike Clancy's Necromunda: Lord or the Spyre will be the feature at the March 5 meeting.

### Dispatches from the Grand Warlord

The follow-on steering committee meeting for the ACE Gaming Club Convention went nowhere. The attendance was: Jim D and Art. We can thank all who subscribed/voted to look into it and for all those who participated!!!!!!!!!!!!!!!!!!!!!!

We MUST get someone nominated to contact all members about the monthly meetings.

The Mage/Vampire RPG that was being conducted on Saturdays is now kaputt!

A new Pokemon League started on Saturday January 8<sup>th</sup>. League members receive a free English Mew (while supplies last). Go PokeBall!

A little bit of industry news: the potential purchase of FASA by Decipher has also met an untimely end. Both companies parted under "friendly" terms. The good news is that Decipher may stick to their CCGs and not mess with miniatures!!!!!!!!!!!!!!!!!!!!!!

### Warhammer Fantasy League Starts January 8th

1. 3000 points army standard format.
2. Items banned from use: Forbidden Rod, Hydra Sword, and Staff of Volas.
3. Only one special character per army and not an allied one.
4. Items over 50 points will be unique to a character.
5. Army standards may be captured by the enemy and used as morale boosters.
6. Characters will be able to advance in the campaign but at a slow rate.
7. Army lists do not have to be the same from week to week.
8. Battles will be randomly fought and based on scenarios.
9. This League will run twelve to fourteen weeks.
10. The Winner will be determined by most points accumulated.
11. The League will play on the second and fourth Saturdays of the month.
12. Entry fee of \$3.00 dollars of which two thirds goes to the winner and the rest to the club.

See Jim Thorpe, Game Master, for further details.