

# ACE Game Club Newsletter

## Minutes of the Meeting of January 9, 2000

Art Raasio called the meeting to order. Art began by reviewing the Club's old business. There was an extended discussion of the possibility of the Club running a game convention at the previous Club meeting. The subject came up because the Holiday Inn of Hampton invited Jim to put on an event at their hotel. Art reported that the follow-on meeting on this subject had not generated sufficient interest (only Art and Jim attended, to be precise). The issue of an ACE game convention was therefore declared dead.

Jim Destromp reminded the members about the parking issue. Club members need to park in back of the store or next door on Sundays unless they are only making a quick stop. The front parking lot is needed for retail customers and Poke-folk.

Dave Peterson reported that the demo of FASA's new VOR game for the February meeting fell through. Brett McLean had not managed to get hooked up as a FASA outrider, and said that he did not otherwise have the resources to do the demo. Dave asked for other suggestions for an event after the February meeting. It was suggested that Kent run Full Thrust, as this was well received last time around, but Kent was not present. Randy Dilday volunteered to run a demonstration game of BattleFleet Gothic after the February 6 meeting.

Jim noted that the BattleFleet Gothic group on Monday nights has been going really well. The tabletop space battles have been really impressive. Randy showed the group some of his custom-made "space terrain." Dave agreed to run a BattleFleet Gothic tournament on Sunday February 20 from 1:00pm to 9:00pm. Regular games scheduled for this day will be suspended. The tournament prize will be a one-of-a kind pewter casting of the triple-size master of the plastic Chaos cruiser. This was provided to Jim by Games Workshop.

Back on the subject of Full Thrust, Jim agreed to do a special order of Full Thrust ships if members are interested. Shipping costs are significant on this line of miniatures, so a larger order will need to be made in order for it to be economical.

Art reported that Warhammer Fantasy and Warhammer 40,000 leagues have been put on the schedule for January. See the ACE Game Club calendar for details. [*Beginning in January, Frank Duval has agreed to publish the Club's calendar of events separate from the newsletter. The first edition was handed out at the January meeting, and it looks very nice.*] Rules for the Warhammer Fantasy league appeared in the January Club newsletter. Warhammer Fantasy will begin on January 22. The new Warhammer 40,000 league will begin on January 15. The first and third Saturdays of each month will be 40K; the second and fourth Saturdays will be WFB. Also, Art's Advanced D&D campaign will continue to meet on Saturday evenings.

Art and Jim expressed a need to get the word out about Club meetings, and encourage more members to attend. Dave suggested that a special Contact Team of four people under the supervision on the Scribe be created for the purpose of calling members before each meeting. The membership list will be divided equally among them, and they will each be awarded a \$5-\$8 blister pack of miniatures by the club for the

trouble each month. The volunteers for the Contact Team were Shawn Batey, Marty Mattesheard, Art Raasio, and Noe More. Dave will be responsible for getting the list of members to each person on the contact team. Jim will be responsible for sending an updated member list to Dave before the next meeting. He reported that he has ten people to add to the member list.

Art asked Brett McLean for clarification on the rules for getting free admission to Imagine Con in April. Brett made it clear that, in order to receive a full refund on the cost of admission at the end of the weekend, a Game Master must run twelve (12) hours of gaming. The twelve hours must be accrued by an individual, not a group.

Jim Destromp plans to run a major BattleTech event at Imagine Con, with Jimbo Thorpe's help. He will give away a fully painted resin Armorcast Madcat. Rich will provide the expert paint job, as he did a beautiful job on the last one. Jim expects that this BattleTech event will be a multi-round elimination tournament on either Friday-Saturday or Saturday-Sunday. Jim expects that he will need to provide mechs for each scenario; objective-oriented scenarios will probably be featured.

Jim reported that the Thursday RIFTs campaign has broken up. This leaves Tuesday and Thursday nights open in the game room. Mordheim is being played on Friday nights, with three or four people playing regularly. BattleFleet Gothic is being played on Monday nights, with seven regular and several more irregular players.

The Sunday night RPG players, as well as players on other nights, need to be especially careful about unplugging the space heater at the end of the evening. This could easily burn down the store if left running over night. At the very least it generates huge electricity bills, so please watch it. Jim added that he might consider removing the carpet and junk from the game room and having it remodeled.

Players need to work harder at cleaning up the game room and taking care of it. The resources provided by Atomic Comics for the Club are worth a lot of money. The lockers originally cost \$500, but they are available to members for \$1.00 per month. The Battle Mats purchased by the Club are very scarce (ACE got them through allocation), so take good care of them. There is still a problem with McDonalds cups, soda cans, candy wrappers, and other trash being left behind. Game Masters: please make a point of having your group leave the game room better than you found it!

Brett McLean announced that Imagine Con has become an international event. "Star Frontiers" from Italy has contacted Imagine Con and expects to attend the event. Anyone in the ACE Game Club wanting to participate in Imagine Con should contact the Con via e-mail as soon as possible. Imagine Con also expects considerable participation from RPGA. Brett said that he would ask local RPGA representatives at the next ACE Game Club meeting.

Dave reminded everyone that MarsCon will be January 14-16 at the Ramada Inn Historic in Williamsburg. The event is a "relax-a-con" with gaming, LARP, RPGA, dealer, Anime, Decipher, Star Wars, and art components. MarsCon is \$20 for the weekend; the hotel is \$39 per

night.

Art closed the meeting and handed the floor over to Rich for the BattleTech tournament. The scenario was set in 3060 using Inner Sphere 40-55 ton mechs.

### ACE BattleFleet Gothic Campaign Ends

The first ACE Game Club BattleFleet Gothic campaign ended on January 24. The campaign was an eleven week series of battles in the Haven sub-sector run by Dave Peterson on Monday nights. The campaign winner was Randy Dilday, with 84 renown points. Second place was Eric Dilday with 69 renown, and third place was Lance Dilday with 52. Other players included Calvin Dayag, Rob Dillow, Alfred Filipe, Eric Knudsen, Jens Knudsen II, Jens Knudsen III, Allan Monroe, and Michael Powers. Dave Peterson was voted the "Best Sportsman" for being a pleasant opponent while having half the Imperial shipyards shot out from under him. The campaign group had seven regular gamers and several others who played often. The next BattleFleet Gothic Campaign will start February 28. New and novice players are always welcome!



### BattleFleet Gothic Tournament February 20

ACE I in Hampton will host a BattleFleet Gothic tournament on Sunday, February 20 from 1:30pm to 9:00pm. This will be a multi-round elimination event run by Dave Peterson. Each player will bring a 650 point fleet (consisting of standard and variant designs from the BFG rulebook only). Each round will be 1 1/2 hours and the tournament winner will be determined by total points earned. Come with your fleet registry ready to be reviewed by the GM. Entry fee \$4.50 for members and non-members.

### Convention Calendar 2000

SheVaCon VII. February 4-6 at Wyndham Roanoke Airport, Roanoke, Virginia. A Science Fiction and Fantasy convention featuring grand ceremonies, festival of fools, art show, dealers room, gaming, workshops, panels, anime, con suite. Admission \$20, hotel \$71 per night. Url: <http://www.shevacon.com>.

Katsucon 2000. February 11-13 at Hyatt Regency Crystal City in Arlington, Virginia. The first animation convention of the new millennium. Animation programming including costume ball, four video theatres, con suite, massive video game room, guest of honor Mr. Yoshitaka Amano, dealers room, art show, dance, karaoke, panels, classes, and Kabuki Ninja Corp. Admission \$40, hotel \$95 per night. Url: <http://www.katsucon.com>.

Stellarcon 24. February 18-20 at Ramada Inn & Conference Center, Highpoint, North Carolina. Scheduled events include panels, signings, readings, workshops, charity auctions, pirate wedding, cabaret, costume contest, LARPs, table top RPG's, Collectible Card Games, Dealers Room, guests Timothy Zahn and Michael Stackpole.

Admission \$15, hotel \$67 per night. Url: <http://come.to/stellarcon>.

DuraCon 2. March 3-5 at Hawthorn Suites Hotel in Durham, North Carolina. A weekend of RPGA gaming events including Living City, Living Death, Living Jungle, Two-Round Classic, Virtual Seattle, and Star Wars. Admission \$20, hotel \$55 per night. Url: <http://pages.hotbot.com/games/duracon/>.

Technicon 17. March 24-26 at Red Lion Inn, Blacksburg, Virginia. A general Sci-Fi convention featuring anime, movies, panels, gaming, dances, dealers, art show, and masquerade. Admission \$25, hotel \$60 per night. Url: <http://www.technicon.org>.

Madicon 2000. March 31-April 2 at JMU's Taylor Hall. James Madison University Science Fiction and Fantasy Guild's ninth annual Sci-Fi and Fantasy event. Featuring anime, role-playing, con suite, vendors, panels, war gaming, computer room, door prizes, sanctioned Magic, art auction, LARPS. Admission \$15, hotel n/a. Url: <http://www.jmu.edu/orgs/sciffantasy/madcon>.

Imagine Con 2000. April 20-23 at Virginia Beach Convention Center in Virginia Beach, Virginia. Featuring CCGs, role playing, miniatures, computer gaming, contests, auctions, panels, filking, dance, theatre performances, prizes, give aways, and guests Larry Elmore, Ray Park, and Kevin J. Anderson. Admission \$40, hotel \$95 per night (DoubleTree Hotel, Virginia Beach). Url: <http://imaginecon.com>.

Games Day 2000. June 30 - July 1 at Baltimore Convention Center in Baltimore, Maryland. Games Workshop's mega-gaming day, with events and festivities of astonishing proportions. You must be at least 36" tall to attend. Admission \$10 (runtherd passes available) from 800-394-GAME, hotel n/a. Url: <http://www.games-workshop.com>.

Dragon Con 2000. June 29-July 2 at Atlanta Hyatt Regency in Atlanta, Georgia. Featuring CCGs, role playing, miniatures, computer gaming, contests, auctions, panels, filking, dance, theatre performances, and mayhem. Admission \$40, hotel \$95 per night. Url: <http://www.dragoncon.org>.

Patriot Games 2000. July 13-16 at Holiday Inn Select in Fredericksburg, Virginia. Features role playing games, CCGs, miniatures, kid's track, gaming widow's track, con suite, RPGA role playing, charity events, seminars, and the "Roswell" thing. Admission \$20, hotel \$84 per night. Url: <http://www.vrpa.org>.

Origins 2000 International Game Expo and Fair. July 13-16 at Hyatt Regency Columbus Convention Center in Columbus, Ohio. Over 1200 premiere events are waiting for you at the 26<sup>th</sup> annual Origins, including strategic war simulations, board games, card games, and miniatures. Admission \$43, hotel \$99 per night. Url: <http://www.wizards.com/origins/ORG2K/Welcome.asp>.

Trinoc Con. September 29 - October 1 at Marriott and Civic Center in Durham, North Carolina. Featuring literary programming, gaming, art show, hucksters room, video room, costume contest and masquerade, science programs, media programming, SF trivia contest, and guest Michael Swanwick. Admission \$20, hotel \$94 per night. Url: <http://www.trinoc-con.org>.