

ACE Game Club Newsletter

Minutes of the Meeting of February 6, 2000

Jim Destromp and Art Raasio kicked off the February meeting. Jim's assessment of the treasury was that the club has accumulated a lot of money. Art moved on to the planned events. He reminded members that there will be a BattleFleet Gothic demo after the meeting. Jim said that he has eight new players for the BFG group. Jim also passed on the word that George, one of our club members, just had six-way bypass surgery.

Jim said that the game room is still being trashed; people are leaving garbage during and after games, and the terrain is getting trashed, thrown, snapped in half, and otherwise broken.

This is caused by setting heavier things on top of it. Everyone needs to be more conscientious, as we no longer have some of the expert terrain makers who made much of the scenery. The roleplayers need to make a special effort to clean up after themselves. They must all make a -2 saving throw against forgetting to pick up their cans and happy meals.

Art organized a cleaning party for next Saturday (February 12) at 10:00am. Several members agreed to participate. Jim did not have any takers on his offer to let members help tar the roof, however.



Randy Dilday's Ork fleet gives the competition a pounding at the BattleFleet Gothic tournament. Photo by Tracy Johnson.

Jim said that there will be a two-day Magic pre-release tournament. Apparently the prizes are from sets that are not out yet. Your entrance fee gets you sealed-deck materials that are also pre-release. This is to take place 11:00 to 3:00 on February 12, before the Poke-folk descend on the store.

Jim reminded members that Rich is starting Thursday night D&D games on February 10. The group is open, so feel free to join up. Will Williams said that he is running Warhammer Fantasy Roleplaying on Saturdays at 1:00pm or Fridays from 3:00pm to 6:00pm.

Jim noted for the record that he has seen Calvin two times this

month.

Art said that Mage is scheduled for Saturday from 5:00pm to 8:00pm, run by Alicia and Phil Ramano. Jim Thorpe is starting a new Warhammer Fantasy campaign on Saturday February 12, which will run the second and fourth Saturdays of the month. Warhammer 40,000 will start February 19, and run on the first and third Saturdays of the month.

Jim said that TSR's AD&D books are going out of print. TSR is changing from "AD&D" to "D&D" on their book covers, and plans to re-issue the entire set of books under the new moniker.

Use your game club shirts to get 15% off on the limited supply of AD&D titles, while they last!

News Flash

Effective immediately, no one under the age of 16 will be allowed in the store after 9:00pm.

Jim Destromp said that Jim Thorpe was the winner of the last Warhammer 40,000 tournament. Apparently his performance was so strong that it scared off the competition. Or perhaps they just did their fighting at a different location?

Jim said that he has paid for two booths at Imagine Con, and needs to work out the details of his BattleTech tournament for the Con. He asked for suggestions for a scenario. It needs to be something that is good for people passing the table who decide to stop and play. Jim said that he is really open for suggestions, and needs to get this turned into Imagine Con asap.

Mike Clancy is scheduled to run a Necromunda "Lord of the Spires" demo game after the March meeting.

Several members expressed interest in an all-nighter during February or March. Jim said that the all-nighters really wipe him out, as he has to manage the store the next day without a break. He said that he would like to see scheduled games and definite game masters for the next all-nighter. Jim said that he would really like the folks who make it to Game Club meetings and participate in the club to be the ones that get to do the all-nighters. The next all-nighter will be Saturday night, April 1. The April Game Club meeting will be held on Sunday April 9. Jim asked for volunteers to plan a program for the all-nighter. Randy Dilday agreed to coordinate a large-scale Planetary Assault, using BattleFleet Gothic and Warhammer 40,000 rules. Will Williams volunteered to run a diceless roleplaying game, and Walt agreed to run Gamma World. It was suggested that a

"parental release" form be created for the all-nighter, for anyone under 16. This is to address liability issues connected with having minors on the store premises after normal hours.

Dave Peterson asked for a volunteer to replace Noe More on the Game Club "Contact Team." He did not get any volunteers.

Jim said he thought it is important to get Club members to participate in meetings and events. Otherwise, they are just "takers" grabbing a discount without giving anything back. And ultimately their gaming experience is less than it could be. Jim asked if anyone knew how old the Game Club is. Mike Clancy said that Rusty and Kirk were the earliest presidents that he could remember, followed by Michael Menard and then himself. After Mike Clancy came Noel More and, currently, Art Raasio. He figured that there have been at least seven years of presidents. Jim said that when we get to ten years we will have to have a big Club event.

Noel More said that he will be running Necromunda on Friday nights from 6:00pm to 8:00pm, starting February 11. Mordheim in the Friday time slot was declared "over."

Jim mentioned that the release of Games Workshop's "Warmaster" is expected in March. According to his rep, GW is trying "not to make the same mistakes we did with the release of Epic 40,000." The miniatures will be released in regiment packages. The scale will be 15mm. The rule book will be sold by itself. Several members expressed an interest in checking out the new game when it is release.

Art closed the meeting and handed the floor over to Randy Dilday, who got the BattleFleet Gothic demo under way.

BattleFleet Gothic Tournament on February 20, 2000

There was a BattleFleet Gothic tournament at ACE in Hampton on Sunday February 20 from 1:30pm - 9:00pm. The entry fee was \$4.50 (members or non-members), with all proceeds going to the club. Dave Peterson ran the event, and ten players participated.

It was a three-round tournament, with points awarded for ships crippled/killed, and the winner determined by total points after all rounds. Each round had a strict two-hour time limit. The prize was a triple-size pewter casting of a Chaos cruiser. This is a one-of-a-kind item that Jim got from GW.

Players were allowed to bring any 650-point fleet built from the normal fleet lists in the rule book (not *White Dwarf* articles), using only the variants in the rule book (not *White Dwarf*). Home-made designs were not allowed in this event.

Randy Dilday took the prize (and the Chaos Cruiser) for the highest score, with a total of 1830 points. Lance Dilday came in second with 1725 points and Jim Thorpe came in third with 1520 points. Eric Knudsen (88 points) was awarded the "Basement" prize, a gift certificate. The award for best

sportsman, another gift certificate, went to Jens Knudsen III (556 points).

BattleFleet Gothic Campaign 2 Begins February 28

Our new BattleFleet Gothic campaign began Monday February 28 at ACE in Hampton. Games will be held on Monday nights. The campaign will run 10 weeks, ending on May 1st. The campaign winner will be determined by highest renown score. A "best sportsman" winner will be determined by a vote of the players on May 1st. Setup begins at 6:30pm, and play concludes at 9:00pm. We will strive to end punctually so that Jim can go home on time.

The campaign is being run along the lines of the campaign rules in the BFG rulebook. Each player has drawn up a permanent fleet list of 2500 points. Each player gets one free Leadership 8 Admiral, representing him or herself, with his or her starting fleet. Of this, no more than 1500 points will be used in a "Battle" scenario; "Raid" scenarios will be played with 500-750 points. Scenarios will be set for each meeting of the campaign, and all scenario characteristics will be predetermined in order to enable play to start as quickly as possible. Players will tally Victory Points and Renown Points after each battle and reap rewards in refits and reinforcements.

The campaign will run 10 weeks, ending on May 1st. The campaign winner will be determined by highest renown score. A "best sportsman" winner will be determined by a vote of the players on May 1st. (If we want to have prizes, the Game Club expects us to ante up. We can discuss this along the way.)

The official rules for the campaign will consist of the rulebook plus the following articles in *White Dwarf*: "To Cleanse the Stars" [Space Marine fleet list], WD 235: 39; "Torpedoes Away!" [new torpedo types], WD 235: 54; "Brace for Impact" [Andy Chambers Q&A], WD 235: 56; "Eldar Void Stalker" WD 238: 20; "Space is Green!" [new rules for Ork hulks and roks], WD 238: 22; "The Slayer of Worlds" [Chaos Planet Killer] WD 238: 103; "Advanced Rules and Q&A" [torpedo bombers, orbital mines, fighters supporting ships, fighters supporting bomber waves, massed turret fire, Andy Chambers Q&A], WD 242: 76. We will also use Eldar and Ork refits tables from the Internet.

Players may include their own ship designs or use designs from the Internet, as long as they are approved by the Game Master. In addition, such ships cost their published points value plus an extra 30% to get them into the campaign. The idea is to keep "supplemental" designs relatively rare.

The scenario for February 28 was a "Break Through" using 1000 points per player. Fourteen players were present.

New, irregular, and non-campaign players are always welcome to play during the campaign. Such players will represent raiders within the sector.