

ACE Game Club Newsletter

Minutes of the Meeting of March 5, 2000

Art Raasio opened the meeting. Art reminded the assembled members that an ACE Game Club "all-nighter" is scheduled for Saturday April 1.

Jim Destromp explained the new rules for minors at this event. Flat out, no one under 15 will be admitted for the all-nighter. With a signed permission slip gamers under 15 can participate in the game room; the rest of the store will be blacked out after closing time at 9:00pm. No one will be allowed to be in the public parts of the store after closing.



Jim went on to describe several recent incidents involving juvenile patrons of the store. He said that he does not want to be a surrogate parent-- this is a game club. It is intended to challenge your gaming skills, not your parenting skills. This is why the 9:00pm store curfew has been put in place for everyone under 15. The game club should be a place to game and have some fun gaming; it is not intended to be a place to hang out. If you're not gaming, said Jim, you're out of here. This is not a social club.

Art added that the noise produced by socializing also makes it difficult to game when the game room is crowded.

Jim said that ACE is a genuine "Mom and Pop" operation. Mom has laid down the law, and no one under 15 will be in the store after 9:00pm. A signed permission slip will get you into the game room (only) to participate in a scheduled game for which you have signed up (only). If, for example, Justin plans to participate in the all-nighter, he will get a permission slip signed, and make sure that he is signed up to play in the scheduled games. And he will remember to stay in the designated area during the event.

Art and Jim asked for younger volunteers to telephone members each month ahead of the regular club meeting. John volunteered.

Walt Kassel asked the members if anyone is interested in playing Gamma World on Sunday afternoons when no big tournament is scheduled. Noe More also asked about running a Mage group.

Jim reminded everyone that the next game club meeting will be April 9, the second Sunday of April, because of the all-nighter.

Jim said that he had spoken with Wayne of Campaign Headquarters about the CHQ BattleFleet Gothic group challenging the ACE BattleFleet Gothic group. Jim said he hoped that Wayne would follow-up with the idea on Monday night (March 6). Jim also said that the club should buy some materials for BattleFleet Gothic. Most of the table cloths and felt terrain pieces used on Monday nights belong to Dave Peterson. Randy Dilday provided the address of Epicast, who makes a series of resin planets. Mike Clancy suggested that the club buy black felt and have some one decorate it. Mike said that the felt on some of the tables is starting to look bad, and enough black felt should be purchased to cover all the tables, and put a new green cover on the tall table as well. Art's assessment was that \$200 should be enough to do all the tables. Randy said that he had the materials, and is looking for a group to sit and make asteroids from old sprues and compressed foam.



The question was called, and the club voted to spend money on black felt and on resin planets for BattleFleet.

Next, Jim said that the club needs to approve \$200 to purchase a new toner cartridge for the copier. This was also approved by a vote.

Art called for a review of the club's calendar. For the listing of regularly scheduled games, see the club calendar.

Jim put in a plug for Dave, for doing an excellent job of running the February 20 BattleFleet Gothic tournament and providing a template for future events of this type. Jim hoped that perhaps a tournament might be developed out of the CHQ vs. ACE game. Randy Dilday added that he would be interested in running BFG, as Dave did not expect to be available to running another tournament any time soon.

Brett McLean of Imagine Con told the group that he has been very busy with preparations for the Con. He has been recreating the web site for the event lately, but some of the changes have not been posted yet. Brett confirmed that Ray Park (aka Darth Maul) will not be at the event.

Jim asked for volunteers to help him run his BattleTech tournament at Imagine Con. He agreed to hook up with Brett after the meeting.

Dave Peterson suggested that we check with Wayne and Brett about the possibility of running the CHQ vs. ACE game at Imagine Con. Jim suggested that this would necessitate using the large Chaos ship model as a prize. Dave and Jim concluded that trying to run this type of event at a Con would cause more trouble than it is worth.

Randy Dilday told the group he recently purchased a digital camera. He said that he would like to schedule days for members to bring their favorite miniatures in to be photographed on the midst of great looking terrain. His camera can distribute pictures on a 3.5" diskette.

At this point Art turned the floor over to Mike Clancy, who started to organize players for Necromunda: Lord of the Spire. The featured event for the meeting on April 9 is a painting and modeling workshop.



BattleFleet Gothic Campaign Update

Our current BattleFleet Gothic campaign started on February 28. It was originally scheduled to end May 1, but will be extended to June. Campaign games are played from 6:30pm to 9:00pm on Monday and Tuesday nights. Dave Peterson and Randy Dilday facilitate on Monday nights; Mike Powers facilitates on Tuesday nights. New players are always welcome. We have had an outstanding number of players participate, and the campaign is going very well.

The last two weeks we have played "heavy" scenarios: the "Fleet Engagement," "Surprise Attack," and "Taking the Bait." The two weeks previous to that we played "Convoy" scenarios.

These standings are current as of last Monday, 3/27. Several games have been played since this date, but the data is not yet compiled.

1. Jim Thorpe 47
2. Randy Dilday 45
3. Eric Dilday 28
4. Lance Dilday 27
5. (Lewis) Rich 20
6. Jens Knudsen III 20
7. Dave Peterson 14
8. Charley Millican 11
9. Michael Powers 10
10. Eric Knudsen 9
11. Becca Rich 8
12. Mike Clancy 5
13. Calvin Dayag 4
14. Rob Dillow 3
15. Walt Kassel 1
16. Alfred Felipe 1
17. Bill Carroll 1

Game Club All-Nighter on April 1

The Game Club All-Nighter on April 1-2 was a big success. With the new regulations restricting under-15 players and the requirement for all players to be signed up for games and not just hanging out, everyone

was more able to enjoy the long night of gaming.

Warhammer Fantasy, Gamma World, BattleFleet Gothic, and Warhammer 40,000 were the scheduled games for the evening.

The BattleFleet Gothic/Warhammer 40,000 event consisted of a massive planetary invasion by Orks and Chaos against a human-held planet. The massive Ork and Chaos fleet actions were held on two separate tables and went from 1:pm to 11:00pm. Space is green, said the Orks, and the invaders successfully broke through the defenses to establish a beachhead on the planet. The fighting on the planet began after 11:00pm, and was represented by a massive number of 40K troops on multiple tables.

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 any guests who have not already backed out including Larry Elmore 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>.



The photos in this issue are courtesy of Randy Dilday.