

ACE Game Club Newsletter

Minutes of the Meeting of July 9, 2000

Club President Art Raasio called the meeting to order. The assembled members were still chuckling over certain battle reports in the July Game Club Newsletter.

Art said that it was time to get things started. Art asked Jim to start with the locker list. Jim found the status of the lockers to be as follows: locker 81 paid by Tony, locker 82 paid by Jimbo, locker 83 belonging to Art, locker 84 paid for by Rich Warren, locker 85 paid by Randy, locker 86 no lock, locker 87 paid by Jimbo, locker 88 no lock, locker 90 paid by Doug, locker 92 paid by Jens II, locker 95 no lock, locker 96 belonging to Chris, locker 97 paid by Noe, locker 98 belonging to Mike Clancy, locker 99 paid by Noel, and locker 100 open.

Art reviewed the Club's membership list and notified members of their expired memberships as appropriate. Jim asked Walt and other RPG game masters to make sure that all of the players in their campaigns are fully paid up members in good standing. Mike Clancy agreed to call expired Club members during the coming week.



Welcome to Games Day 2000 in Baltimore!

Art next reviewed the Club's regularly scheduled games with Frank. Art noted that there are a lot of changes since last month. Monday afternoon is the Pokemon League and BattleFleet Gothic from 6:30pm to 9:00pm. Tuesday night is open. Wednesday night Dave Saunders is running D&D from 6:00pm to 9:00pm (Shawn Batey is not presently alternating with him due to a hectic work schedule, but he sends his regards). Rich is running AD&D on Thursday nights from 6:00pm to 9:00pm. Friday from 3:00-5:00pm is the Dragon Ball Z CCG. Friday night Jim Destromp is running D&D, though he killed all the players last week. Walt Kassel's 2nd Edition AD&D group is currently meeting on both Friday and Saturday. Saturday is currently open (gasp!) for pick-up games in the wake of the demise of all organized Warhammer Fantasy and Warhammer 40,000 games.

Jim reported that what he has seen of the new Warhammer Fantasy (4th edition) rules looks *good* and sounds like a fun game. He said that GW is re-writing WFB to reduce the impact of high-powered characters and magic in the game. The new WFB will be a more troops-oriented game, much as the most recent revision of 40K was. Jim said that his sources were Games Workshop staffers that kindly paid him a visit here in

Hampton shortly before Games Day.

Speaking of new releases, Jim said that he has *Knights of the Dinner Table* issues 31 to 44. *You have* to read these if you role play.

Jim agreed to schedule the Club's next all-nighter for September 2 (the Saturday of Labor Day weekend). This gaming extravaganza will include an all-night multi-player 40K tournament. This and other events will be confirmed at the next Club meeting. All players and all events for the all-nighter must be signed up in advance. The Club will allocate about \$100 from the treasury for food platters and drinks. Note: due to this event, the Club meeting for that month will be held on September 10th.



This Games Day Mordheim table features an entire town -- check out the Coliseum!

Frank asked if Target Games (publishers of Chronopia and War Zone) are still planning to attend the August 6th Game Club meeting. He heard that Target Games may be defunct. In the absence of Target Games, Randy Dilday agreed to run a Babylon 5 Wars demo.

Jim said that we may want to re-configure the game room with some space for players to set their stuff while they are gaming. Due to lack of space Jim said he may need to sell off his undead army-- got to stop buying other people's armies, he said.

Mike Clancy had show-and-tell for the members. He brought some props (a built-to-spec, padded sword and shield) and the rule book for the LARP that he has been playing for the past couple months. The leader of this eastern Virginia LARP is David Bliss. Mike asked to invite David to be a guest at the September Club meeting. Mike said he hopes to arrange a LARP sword-play demo at a nearby park after the September meeting, if people are interested in seeing it.

Dave Peterson asked the members to relate their observations at Games Day in Baltimore. Jim Thorp said that scenarios and tables were cool, the Bring-and-Battle games were a waste of time, and the Outriders running some of the events were total idiots (i.e. their rulings did not jibe with the books). Justin Page said that he had a great time. He got to hang with the GW guests and some of his personal heroes, and even got some free stuff. He said he was not too keen about having to share

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his army with a 10-year-old in a registered game, though. Noel More said that he had had a good time, but that he found the Warmaster refs poorly prepared, and unwilling to let mere attendees play at their table during the first session. He said that the Outriders were often not good at teaching the rules to new players at the beginner events; they seemed to be more interested in pumping people through. Mike Kehs said he got into three registered games and had a great time. He had no problems with the staff or the rules. Dave Peterson said that he had a great time also, and had had lots of fun playing on the BattleFleet Gothic Bring-and-Battle table. He also liked the GW/Fanatic Press/Forge World store and the fabulous terrain tables. Jim agreed to pass this feedback to his GW reps.

Jim mentioned that Wizards of the Coast will be launching their new edition of Dungeons and Dragons with the release of the Player's Handbook in August. It looks like this will be typical Wizards of the Coast high-powered marketing. Jim said that he will stock only the three basic books in the new D&D edition until it is apparent whether the product will be successful or not. It appears to be not merely a new edition, but a complete re-write of the game mechanics, so long-time players may not go for it. It will also not be compatible with the 20 years of supplements that are available for AD&D.



The Games Day store, full of more goodies than you could shake a VISA card at!

Don Fuller said that he would like to start an AD&D 2nd Edition Forgotten Realms campaign in late August or early September. Contact him for details. Justin Page said that he wants to start a Warhammer 40,000 campaign.

Art declared the meeting adjourned. Dave Peterson brought a VCR and showed Games Workshop's Inquisitor video as a special after-meeting event.

6th Fleet Turn 05 Air Battles Summary by Tracy Johnson

In the ongoing game of 6th Fleet:

One the evening of the 2nd day of this war, NATO P-3s based out of Sigonella made a run with Air-to-Surface Missiles at Soviet Submarine Tender Tobol and Combat Stores ship Berezina. They were detected en-route over Eastern Crete by the Minsk Carrier Battle Group.

The carrier Minsk sent their Combat Air Patrol after it, missing them completely. Free and clear the P-3s launched their missiles. An extremely good die-roll on air-defense (6) by the two non-combatants

coupled with two bad die rolls (3) and (1) saved the day for the innocent Heroes of the Revolution.

Simultaneously, fast moving aircraft were detected approaching Algiers from the West and Tripoli (Libya) from the Northeast. While the Algerians scrambled to intercept, the following orders were intercepted in from Soviet Air Defense Headquarters:

- > "The Libyans will wait a bit to finish their 'I hate
- > America coloring book' exercises. The Algerians, emboldened
- > by their previous successes, will scramble to repel the
- > invaders of their sovereign air space. Allah akbar!
- > (Probably stinking French imperialists incoming anyway.)"

As it turns out, the "Lucky" Algerians in their Sukhoi 20's (apparently with Allah on their side) were baited by French made Moroccan Mirage jets (you can still blame the French here.) The Algerians were turned back without loss. (Apparently both sides ran out of ammo without hitting anything.)

Meanwhile, the ever-so-patient Libyans waited a little longer for their analyst to decide whether the incoming aircraft were French or American.

Still, air-cover over Algiers was temporarily grounded, so A6's from the USS Nimitz charged in and launched Air-to-Surface missiles at the Algeria Frigate "Rais" in Algiers harbor, sinking it for 4 points (NATO is up to 48).



The Forge World table at the Games Day store

Back in Libya, at 95 miles out, Soviet "advisors" working the radar analysis shop inform the Libyan Combat Air Patrol that the incoming aircraft were from the Great Satan America! The Libyan Mig-23s were vectored in, only to find out that this was NOT a bombing or missile run, but two squadrons of F18's from the Nimitz configured for Air-to-Air. Half the Libyan squadron survived.

The Libyans, showing some restraint (or acting on orders from the Soviet High Command) don't retaliate against the Nimitz. Rather they vent their frustrations on a closer (and easier) target, Suda Bay in Crete and damage the base thus preventing its use by the Greek A7 squadron there. Greek air units apparently were in shelters, and remained undamaged. The airfield is a mess however.

Next Soviet long-range patrol craft operating out of Odessa attack the remaining Greek sub 'Nereus' just South of Crete. Scoring a minor hit, the torpedo tube doors on the Nereus were damaged. But the sub survived. However with previous losses by both the Israelis and Greeks

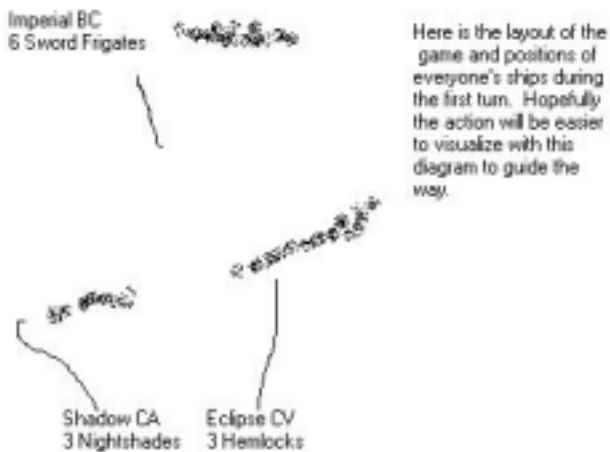
in the Eastern Med, the Eastern Mediterranean may be considered a 'Red Lake'.

Finally, one last strike on Suda Bay, this time missiles coming from the North. Assume it was from either Tupolev 16s or 26s (or a mixture of both) working out of Sevastopol. Suda Bay is further damaged, effective repairs cannot be completed for 16 more hours. Over half the remaining Ammo and much of the fuel stored in Suda Bay was consumed in the ensuing conflagration.

The sun sets on the Western Med. Now its time for Night Ops.

BattleFleet Gothic Battle Report by Jens Knudsen II

Wraithbone Admiral Jens II reporting on some of the latest action in the Gothic Sector. The scenerio - 700 pt Cruiser Clash, The Admirals-Wraithbone Admiral Jens II and the Emperors Own Admiral Rich. It was on a map with asteroids this time (thank goodness!!!) with the sunward side of the map behind Rich. I was flying 1 Shadow CA, 1 Eclipse CV, and two escort groups consisting of 3 Nightshades and 3 Hemlocks. Rich commanded two squadrons consisting of 1 Imperial BC with 2 Dauntlesses in close support and 6 Swords. He went first and fired a 100cm range Nova cannon at my Eclipse CV and actually scored a bullseye! Fortunately my holofield saved me! I then split my fleet, Shadow CA and Nightshades to the left and Eclipse CV and Hemlocks to the right. I fired torpedoes from my Shadow CA and Nightshades on an intercept course and then ducked them behind asteroids. The Eclipse CV launched 4 bombers sqdns to start massing them for an assault.



Turn 2 - He came ahead, fired his Nova again but only put a blast marker next to my Eclipse CV, no damage again thanks to holofields! The Nightshades launched another spread of 6 torps from the right of the 'roid field they we were behind then sprinted over to the other one where the CV and Hemlocks were. The CA fired 4 torps from the left side of the 'roids again and the ducked behind the 'roids again - but too far to the right side I realized later! My torp spreads from the first turn found their marks! The outstanding survivability of the Eldar torp's nullified Rich's turret fire for exceptional results. Three hits to one Dauntless (including a critical engine rm. hit (reducing his speed by 40%) and three pts of damage to the BC. The misses continued on and caught the tail end charlies of the escort group and destroyed two Swords. 8 hits out of a 10 torp' spread, exceptional to say the least. My

Eclipse CV launched 4 more bomber Squadrons and the Hemlocks continued on to the right around the 'roid field.

Turn 3 - The Empire Strikes Back!!!! I didn't have long to feel good about myself. Rich saw my Shadow CA's poor placement too close to the right edge of the 'roid field and opted for a bold maneuver. He took his damaged Dauntless, ordered it to go all a head full and threw it into the wave of 6 torps my Nightshades fired to secure that area. the Dauntless died and turned into a drifting hulk but did it's job - It cleared the way for the BC, Dauntless and escorts to come down unmolested and get within gun battery range of the CA. As every one knows my only defense is to "Brace for Impact", secure the family jewels... er I mean wraithbones... and hope for the best. Unfortunately I uttered the phrase too late (I should have done it before he rolled his dice - the shock of the moment {aluminum armor vs way too many gun ports} is all I can say about my tardiness in giving the critical command). Every ship fired full broadsides at my deadly but excessively fragile Shadow CA. The first fusillade from the escorts alone scored enough hits, plus a critical hit that collapsed a bulkhead and my last damage point. My ship exploded in a brilliant white flash as it's warp plasma core breached, though just falling short of taking some of her tormentors with her. My fleet turned to avenge their fallen brethren. The Nightshades fired a 6 torp spread into the escorts and the 8 bomber Sq's also attacked. It was a close run thing, but none of the Imperial escorts survived. The CV launched 4 more Sq and then it and the 'shades retired behind the 'roids again while the hemlocks positioned themselves at the very edge of the 'roid field waiting to bounce on the enemy's flank now that his escorts were gone.

Turn 3 - Rich tried his Nova Cannon one more time - the last time that awful weapon was to speak- to no effect. He veered slightly to his left opting not to go through the slot between the 'roid fields... and fell in between the hammer and the anvil. The Hemlocks bolted from their position and just reached their maximum firing range and unleashed their pulsar lances. 7 out of 9 possible hit the BC, knocking his shields down, crippling him but scoring none of the coveted critical hits (a testament to sturdy Imperial construction I suppose). My 'shades came back around the asteroid field and fired their pop guns at the BC for one hit and a 6 torp spread designed to hit the Dauntless first and then the BC as the Eclipse CV's 8 bomber squadrons hit the BC. Amazingly all the torps missed the Dauntless save 1 shot out of space by defensive turrets and continued on to the BC. The bombers reduced the BC to a burning hulk and even the 3 torp hits after that still failed to cause a core breach or other suitable pyrotechnic critical hit.

End Game - Fortunately for Admiral Rich a unique space time event occurred (the store closed) and we said he disengaged his surviving Dauntless by jumping into warp space. It was a good game save my weak placement of my Shadow cruiser at a critical moment. Not a bad engagement, though since there was an Imperial survivor left to report the whereabouts of this Eldar task force, their time in this area of the Gothic Sector will have to be cut short.

BattleFleet Gothic Gloriana Campaign Ends

The Game Club's third BattleFleet Gothic Campaign, set in the remote Gloriana system, ended on July 31 after eight weeks. This campaign featured 700 point fleets and used a new scenario card system to create a story line.

Congratulations to Randy Dilday, whose Eldar fleet achieved the top score in the campaign. Congratulations also to Becca Rich for winning "Best Sportsman;" her Ork fleet fought more engagements than any

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other force in the campaign.

Final Scores

Randy Dilday, Eldar	40
Dave Peterson, Imperial	26
Becca Rich, Orks	20
Lewis Rich, Imperial	10
Jim Destromp, Orks	14
Charlie Millican, Space Marines	8
Mike Powers, Eldar	7
Lance Dilday, Chaos	4
Jens Knudsen II, Eldar	4
Justin Page, Orks	3
Richard Warner, Imperial	3

Week 1: Hostilities in the Gloriana System commenced with a three-way skirmish in the Outer Reaches of the system. Eldar, Imperial, and Ork squadron commanders Randy, Dave, and Becca squared off in a deep space head-to-head. The Eldar badly mauled both the Imperial and Orky forces.

Week 2: Further skirmishes occurred a week later. Becca's Orks attempted to redress the previous week's offenses against Dave's Imperials in Gloriana's Asteroid Belt. The encounter turned out to be a slug-fest, with only a single Kill Kroozer left to tell the tale. Meanwhile Rich's Imperials attempted to repulse another exploratory thrust from the Orks, this time lead by Warboss Jim. Again the Orks bested the Imperials, weakening the Imperial grip on the outer regions of the system.

Week 3: The mysterious Eldar (under the command of Randy) reappeared in the vicinity of Gloriana VII (an uninhabited gas giant) to challenge the Emperor's finest, represented by Charlie's Space Marine task force (no doubt tipped off by the Imperial Tarot). The Eldar lost a single escort, while taking out 8 marine escorts and forcing the remaining four ships to disengage. In the Outer Reaches Lance's Chaos squadron dared Dave's Imperials and Jim's Orks to run the blockade into the system. The Chaos fleet was out matched primarily by the Ork's gunz, and lost all but one capital ship. Meanwhile the Orks (lead by Warboss Becca) faced the terrifying menace of Hive Fleet Bermuda as an incursion force of Tyranids, lead by Rich, attempted to gain a foothold in the Gloriana system. The Orks took out a Spiked Terror and 2 Scorpions and forced a Plague Swarm to retreat-- driving the alien menace completely out of the system.

Week 4: Dave's Imperials and Jim's Orks were surprised in orbit around Gloriana V (an agri world) by the Eldar with Mike Powers at the helm. The Imperials and the Eldar sustained major losses, and the Eldar claimed a narrow victory. The Imperials under Rich clashed with the Eldar under Randy near Gloriana VII, with the Eldar winning the day here as well. Far in-system, Charlie's Space Marines went after the bait set out by Becca's Orks over Gloriana II (a mining world). The Space Marines claimed victory after several Ork ships disengaged; their astropath then received classified orders that took them out of the Gloriana system.

Week 5: In-fighting broke out near Gloriana VII among rival Ork Warbosses Becca and Justin, costing Becca three Onslaught escorts. Randy's Eldar attacked Dave's Imperials patrolling the Outer Reaches and the Imperials sustained heavy losses (only a handful of escorts escaped). In the Gloriana Asteroid Belt Rich's Imperials and Jens' Eldar clashed, with both sides taking moderate damage before disengaging.

Week 6: Randy's Orks and Dave's Imperials fought a re-match in the Gloriana Asteroid Belt. The savage Eldar wiped out the Imperial squadron. Not even a droid in a lifepod escaped.

Week 7: Having vanquished the Imperials, Randy's Eldar squadron appeared to be the force to beat. Through sheer luck Becca's Orks surprised the Eldar squadron doing its mysterious work over Gloriana V. The surprise turned out to be on the Ork Warboss, whose squadron was utterly destroyed! The Eldar then returned to their secret work under the ministrations of their Farseer, and soon thereafter retreated through the Webway to destinations unknown with their quarry.

Week 8: The Imperials brought in reinforcements under green squadron commander Richard, who straightaway clashed with Ork Warboss Becca near Gloriana VII. Both sides suffered the loss of a few escorts. For reasons unknown (perhaps a Naval honor duel?), Dave's Imperials went head-to-head against Rich's Imperials in the Gloriana Asteroid Belt. The early part of the battle was a dual of Nova Canons. Dave's forces won the field by catching Rich's squadron between head-on and flanking attacks. In desperation Rich's sole surviving Captain attempted to ignite a drifting hulk in the midst of the congested battle, but was unable to take down his tormenters in a plasma firestorm.

With these battles the final week of the Gloriana campaign came to a close. The victorious Eldar appear to have met their own goals and abandoned the field to the so-called barbaric races. However, with in-fighting having broken out between both the Imperials and the Orks, it looks like Gloriana could continue to see conflict for a long time to come.



An Imperial Guardsman and a Chaos Cultist head out to sample the delights of Baltimore on a Friday night