

ACE Game Club Newsletter

Minutes of the Meeting of October 1, 2000

Club President Art Raasio got the meeting started. He said that he was feeling much better after having had his gall bladder out. Art began the meeting with the club calendar review. Mondays Dave Peterson's BattleFleet Gothic campaign meets. Tuesday nights the DragonBall Z CCG and Jerry Stedman's First Edition D&D campaign (invitation only) meet. Wednesdays the DragonBall Z CCG and Dave Saunder's Third Edition D&D campaign meet. Thursdays Rich's AD&D campaign meets. Thursday October 5 at 6:00pm there will be a Magic CCG tournament. The rules will be no fee, decks with 1 rare and the rest commons, and the rare will go into the pot. There will be regular Magic tournaments on Thursdays at 6:00pm. Fridays the DragonBall Z CCG and (the recently re-christened) Noel's First Edition D&D (using straight 3D6 characters no less!) meet. Saturdays there will be open Warhammer 40,000 and Warhammer Fantasy games. Note that Warhammer Fantasy 6th Edition boxed sets should arrive Tuesday or Wednesday October 3-4. Jim Destromp plans to run a Warhammer Fantasy league using the new rules. Art's D&D campaign and Anton's White Wolf campaign also meet Saturday. The Metal Face RPG is off the schedule while its author works on a Transformer CCG. Sundays the Pokemon CCG, Walt Kassel's D&D campaign (switching to Third Edition), and BattleTech meet. There will be regular BattleTech tournaments on the third Sunday of the month. Jim is working on some "real fun" scenarios for these. The first one will be on October 29. There will be a \$3.00 entry fee, with two-thirds of the proceeds going to the winner in the form of a gift certificate, and the rest going to the club treasury. Jim said that he would like to hear ideas for 40K or other tournaments to be run regularly as well.

Jim set a tentative date for an all-nighter on Saturday November 11 (Veterans Day weekend). Art reminded the members that the all-nighter will be run on the same basis as the last one: only scheduled events will be played, and you must be signed up for a scheduled event in advance to be admitted.

Jim thanked Rich Warner for doing a great job of calling members in advance of the meeting. A record 33 members were present.

Scot Alsop, the club's Membership Chair, reported on his effort to call members with expired memberships. He encountered several numbers where no one even related to the club member still lived at the house. Scot reported that with Military moves and other relocations, the membership list definitely needs an update. Jim reviewed the list, noting that Doug, Mike Keys, and Cosby were on the current expiration list. Rich Warner said that he had called the whole list, though many of the people that answered said that they didn't know what Atomic Comics was!

Jim said that he wanted everyone to know that Zack is back. Zack has been slaughtering pigs and currently lives in Surrey about 40 miles distant.

Art and Jim conducted the locker review. Tony, Jim Thorpe, Rich Warner (2) paid; Doug vacated; Jens Knudsen II/III (2) and T.J. were not present to pay.

Art turned the members to consideration of the annual election of club officers, expressing an interest in getting the job off his own back.

Club rules require the annual election of a President, Treasurer, and Scribe. The President is responsible for running club meetings and instigating activities. There is a one-year term limit for the Presidency. The Treasurer's job is to assess the club's treasury and report its status at club meetings. Note that the money is handled only by Jim Destromp, not by the Treasurer. The Scribe's job is to take the minutes at each club meeting and to publish them in the monthly club newsletter along with other notable doings of the club. In addition to these positions, the office of Membership Chair was added last month with the appointment of Scot Alsop to the job. Also during the past year Frank Duval has kindly maintained the club's calendar, requesting changes at each club meeting and publishing a new calendar each month. Many thanks to Frank for keeping

us straight!

Art read the names of those who were nominated to run for President last month: Walt Kassel, Beth Dayag, Jens Knudsen II (not present), and Leo Bruno (not present). Written ballots were cast. The vote was Beth 19, Walt 7, Jens 1, 2 abstentions.

Beth Dayag thanked the members for their votes, and suggested that some curtains would really help the game room, and perhaps the furniture could be rearranged.

Art asked if there was any new business. Jim said that Warhammer Fantasy will be arriving at ACE this week. The new rulebook will also be available separately for around \$49. He said that you only get the magic and the miniatures in the boxed set. Jim advised everyone that Wizards of the Coast is going to raise the cover price of all D&D products by \$10; WOC said that the current price of \$19.95 on Third Edition D&D books is only an introductory offer. Also, be on the lookout for new third-party Third Edition D&D modules under the new "Open License" program for D&D materials. Jim also mentioned that the writers of "Knights of the Dinner Table" have been contracted to produce the new D&D comic book.

Peter, a new player in the area, was introduced to the group.

Art requested that those interested in running an event at the November 11 all-nighter put a notice and sign-up form on the white board.

Having nearly adjourned the meeting without filling two of the three club officer positions, Art called the meeting back to order. Noel More was elected Treasurer unanimously. Dave Peterson was elected Scribe unanimously. Noel reported that the club currently has about \$1000 in the treasury, less \$22 for a case of paper for the copier. Noel asked the members to help Dave Peterson out with the Newsletter by sending him material about the games being played.

Jim Thorpe said that, since the club has a policy of compensating those who telephone the members with one blister pack of miniatures per month, we should compensate Dave for producing the newsletter with the same. This proposal was accepted unanimously by the members.

Jim Destromp asked everyone to look at the end of the newsletter where it says that the Newsletter celebrated its fourth anniversary. He thanked Dave Peterson for putting so much effort into the club's newsletter. He pointed out that there were four past club presidents in the room. John Martin was the first club president in 1994, back when the club's cash was absconded with by the Treasurer (whose name has been expunged from all Imperial records). Past presidents present were Noel More, Jim Thorpe, and Mike Clancy.

Dave Peterson requested all those present to give outgoing president Art Raasio a big round of applause. Art adjourned the meeting.

Events listed on the white board for the all-nighter at this time were Civilization (Tracy), White Wolf RPG (Anton), and BattleTech.

BattleTech Tournament on October 29 by Jim Destromp

The name of the tournament was BattleTech "Beacon." The object was to find the beacon and then get off the board at a designated spot. It was 3060 technology and older, Clan and 40-80 tons.

The winning mech was a Warhammer IIC. He did not get off the board. He just killed everyone else (or they killed each other). By the way, the Warhammer was the first to find the beacon as well but it scattered after he took >25 points of damage. The winner was Scot Alsop (the game club's Membership Chair). Congratulations Scot!

Notes from the President by Beth Dayag

Hello everyone. Welcome to the Elizabethan era! Dave has been kind enough to allot me a bit of space in the newsletter to tell you of upcoming events, issues that the club is discussing, and reports of the ongoing conquest of the mighty Dwarf army Helga's Heroes as they...oh. Sorry. I digress.

During my year in office, I hope to provide more opportunities for great gaming in the form of leagues, tournaments, new system demos, and play-testing, as well as creating an environment where the D&D and card players can get in on the action.

Please let me know if you have any ideas for new stuff to do, suggestions on current activities, or gripes about the way things are going. You can catch me while I'm up on the weekends or you can always e-mail me at eadayag@excite.com.

The Barnacus Herald

Issue #1

All the News the Duke Thinks is fit to Print by Noel More

Great news! At last the ring of villainy choking the life from our fair city has been broken. His eminence hired a band of adventurers to find the nefarious spies. They succeeded with speed, flair and clan. The Duke has not released their identities yet, as there still may be a few gang members to be run to ground.

The Duke has released details of the valiant actions taken by the adventurers. They also uncovered a gang of wererats. By acting as helpless decoys they lured the wererats out of hiding and by not fighting back until the city guard showed up they were able to maintain their disguises. To selflessly sacrifice themselves for their adopted city brings a tear to the eye.

After uncovering the hideout of the gang, the adventurers entered the tunnels and found evidence of corruption at the highest levels. The highest level mage in the city was the leader of the gang. During the epic struggle that ensued Racoba was slain and his gang was destroyed.

To further show their bravery the adventurers have agreed to enter the Caverns of Death and destroy that threat to the city.



Warhammer Fantasy Sixth Edition Boxed Set Review by Randy Dilday

There are good and bad things with the new Warhammer. Let's start with the bad. First and foremost, there are not any army lists in the new Warhammer rule book. So it is not a complete game, ready to play. You need one of the new army books or *Ravening Hordes* just to play this edition. Second the game didn't come with any reference cards so you have to keep referring to the rule book or buy the issue of *White Dwarf* (#250) that has one in it. At the price of the game you would expect to get two reference cards. Most of the actual rules changes could have come out in a *White Dwarf* article.

The new magic system is much improved and you don't have to mess with any extra cards for the game. Also having the siege and skirmish rules in the same rulebook is an added bonus. Now for the best part. The new 6th edition plastic miniatures are the best I have seen from Games Workshop in a very long time. They look good and have lots of detail. If you play Empire or Orks then the boxed game is great for starting an army.

Warhammer Fantasy Empire Army Book Review by Randy Dilday

What most people will notice when reading the new Empire book or playing a person with the new army list is the Detachment rules. I think these rules will make a big difference in how you play against Empire troops. Back that up with the Cannons and Mortars and Empire armies can be real tough. Some of the specialized units like the War Wagon, Steam Tank, Units of Dwarves, and Halflings are missing from the army lists. Also omitted are all Kislev troops.

Maybe we will see more of these units that are missing in future *White Dwarf* articles. I think this gets to the heart of the changes.

Atomic Comics Emporium

Thanksgiving Extravaganza Sale

Saturday and Sunday November 18 - 19

- ALL Comics in Bins: 1/2 Price!
- ALL NEW Comics: 25% off!
- ALL Pokemon and DragonBall Z CCG single cards: 1/2 price!
- ALL Star Trek, Star Wars, Magic, and DragonBall Z CCG single cards: 1/2 price!
- ALL Sailor Moon, DragonBall Z, Pokemon, and Magic packs: 15% off!
- ALL Pokemon decks: \$6.50.
- ALL Single sports cards: 1/2 price!
- ALL T-Shirts, Games, and Miniatures: 15% off!
- ALL Posters: 25% off!
- FREE Pokemon Card Give-Away every 30 minutes! (Free coupon with purchase)
- ALL Anime, DragonBall Z, and Sailor Moon videos: 15% off!
- ALL Action figures, Matchbox, and Hotwheels: 20% off!
- FREE Charizard Give-Away Saturday!
- FREE Venasaur and Blastoise Give-Away Sunday!

Don't miss out!

Forthcoming Releases from Games Workshop

(Source: GW's Webway electronic newsletter)

Dwarf Army Book

Lots of new Dwarf miniatures!

Citadel Journal #40--Featuring the Genestealer Cult Army List

Warmaster Magazine #2--Cool new articles and rules for Warmaster

Blood Bowl Magazine #1--A must have for Blood Bowl fans. No Foolin'!

Warhammer Monthly #35--The popular comic series is running strong.

The Wine of Dreams--A new Warhammer novel of mystery and wonder.

30th Anniversary Celebrated

Be sure to congratulate Jim and Masako Destromp. They celebrated their 30th Wedding Anniversary on November 4. We all wish them the very best, and many more happy years!