

ACE Game Club Newsletter

Minutes of the Meeting of December 3, 2000

Club President Beth Dayag opened the meeting. The first order of business was to have everyone sign a condolence card for Noel More, whose Mom passed away during the preceding week. Everyone's thoughts were with Noel and his family, who were out of town for the funeral.

Beth sent around a sign-in sheet for everyone to mark their attendance and update phone numbers and e-mail addresses.

Scott Alsop gave the Membership Chair's report. He said that he had called everyone on the list whose membership expired during the month. He got mostly answering machines.



Jim Destromp conducted the monthly locker review. Locker's paid up were Art, Rich Warner, Justin Page, Peter, Mike Clancy. Locker's due but not paid were Noel and Noe. They were given a grace period until next month. Walt Kassel took a locker, and Scott took a free locker. Mike Clancy handed his locker off to Scott Alsop. Jim asked everyone to be conscientious about the lockers. Please stay out of other people's stuff. There have been no thefts in a long time because we have a good, respectful group of gamers in the club.

Frank Duval conducted the calendar review. BattleTech meets on Sundays, with a BattleTech tournament on the last Sunday of the month. Bob's Mighty Empires will meet Saturdays from 5:00-7:00pm starting January 6. Warhammer Fantasy and Warhammer 40,000 open games are meeting on alternating Saturdays. Randy Dilday's Mordheim campaign meets on Mondays from 6:30-9:00. Rich's game will not meet on January 18.

Beth reported that the club bought 20 chairs. Please be kind to the chairs, as they need to last a long time.

Shawn Boudrous gave a review of the new Mechwarrior 4 computer game. He said that it runs well on his two-year-old PC. In Mechwarrior 4 the mechs have a fluid feel; it does not feel like you are driving a garbage can. You can even do Death From Above (or have

the computer do it to you!). The A.I is much better. The story-line is very much a part of the game, and the scenarios are better. The story is set in 3063 and you must claim your birthright. There are seven new mechs and 27 total in the game. Another nice feature is that the game makes you stay true to the story line as you outfit you mechs with weapons. They fixed the Gauss Rifle, which did not work properly in the previous version. Multi-player games look promising. There is a capture the flag scenario. You can even take out the opposition with a massive self-destruct in the multi-player scenarios. Another thing that was fixed is leg shots: you now have to take out both legs to down a mech. This is a great game. The new fluidity of mech handling makes it fantastic.

Beth Dayag asked if there was any interest in setting up a new all-nighter. The weekend of February 12 was proposed. Stay tuned for details.

Beth brought up the old business of a club outing to the new Dungeons & Dragons movie. If everyone approves, the club will buy tickets and sell them to members on opening night for \$2. Jim made a sign-up sheet on the white board and those interested in attending signed up. Members who signed up were asked to contact Jim closer to opening night to find out what showing the group will attend at the Regal 12 Riverdale theatre. Jim said the club needs to be serious about this venture. If you don't plan on showing up, don't sign up.

Walt asked the club to purchase dry erase markers. This was approved by a vote.



Dave Peterson offered suggestions for campaigns that might be attempted by the club in the spring. He said he thought that the regular role-playing groups might all cooperate in a multi-party D&D campaign, playing the parts of princes, barons, and other regional power-brokers. Dave suggested that the D&D Birthright supplements might provide some of the rules and background for the project.

Randy Dilday told the members that his Mordheim campaign will begin on Monday night (December 4). He said that there are clues for the

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campaign in his newsletter, the *Wandering Warband Gazette*. Stay tuned for more clues and other tidbits in further issues.

Several members asked the club to consider purchasing some sort of space heater. Jim agreed to talk this over with Beth. Beth adjourned the meeting.

ACE Game Club Night at Tomb Raider Movie

Jim had just been informed by the Regal Theatre that the Tomb Raider movie is scheduled for March 12 or 19th. If club members are intested, the Game Club could attend an opening night showing as a group at the Regal Riverdale.

Arrangements would be much the same as for the Dungeons and Dragons movie last month.



Angelina Jolie is Lara Croft, one of the most popular interactive video game characters in history. Earlier this year, Angelina won her first Academy Award and third Golden Globe Award for "Girl Interrupted." She also won Golden Globe Awards for TNT's "George Wallace" and HBO's "Gia." This summer she starred in the hit film "Gone In Sixty Seconds" and will be seen this spring in "Original Sin" with Antonio Banderas.

Iain Glen plays the arch villain of the film, Powell, adversary of Lara Croft's father, Lord Croft, and now Lara's sworn enemy. A gifted stage and screen actor, Iain was Nicole Kidman's leading man in the acclaimed London production of "The Blue Room." The award winning Scottish actor's previous films include "Gorillas In The Mist," "Mountains of the Moon," "Silent Scream," and "Fools of Fortune."

Mighty Empires Warhammer Campaign begins January 6 by Bob Watts

A "Risk" style campaign using Warhammer Fantasy Battles miniatures

The basics:

The campaign will be run over the next ten weeks, starting Sat Jan 6th at 5pm. The game board will be divided into 3-4 "kingdoms" ruled by one player; additional players will be allies/generals. Think treachery.

Each player is allotted 3000pts from "Ravens Hordes" to divide into armies of 700 points MINIMUM. No special characters--but no limits on magic items other than RH restrictions. Since the maximum army usually fielded is 1500pts, you only need 1500pts to play.

Strategic turns will be played on Saturday; it will be up to the players to fight out any resulting battles w/minis during the week. The system will allow for "paper" results to be generated, but those usually aren't as beneficial (or fun) to the players.

Basic rules will be covered during first meeting followed by play of turn one or further.

Morality and fair play will not be tolerated.

What you need:

A 1500 pt army (minimum) using Ravens Hordes army list. It will help if you come w/forces designed before meeting (700pt min/1500

A treacherous attitude.

Mordheim Campaign House Rules and Rulings by Randy Dilday

1. Blunderbuss range is changed to be the same as the Warhammer flame template. Any model 1/4 covered by the template takes an automatic strength 3 hit and it does not matter if model is behind cover or not. Prepared shot. May only be fired every other turn. (No skills can shorten this time to reload.) But may run while reloading.

2. Animals such as Giant Rats and War dogs can climb. Giant rats can climb like any charter or henchmen model if it passes its imitative test. Warhounds and Dyer Wolves can climb any ladder just like it was open ground. But cannot climb anywhere that does not have a ladder or stairs.



3. Double-handed sword, hammer and axe all get a +2 strength bonus. Two-handed swords do get a parry, just like a regular sword. Two-handed hammer gets the stun bonus on the wound chart. A two-handed axe gets the -1 armor save. All two handed weapons strike last.

4. Sisters of Sigmar armed with a steel whip and pirates with the cat-0-nine tails can charge and not be in base-to-base contact. It will not count as a failed charge, because the model charged into range of it's weapon.

5. If a model wants to capture another model it needs to be armed with a net or rope and hook. If you knock a model down or stun it, use the net the next turn and roll to hit as normal. If successful the model is all tangled up and cannot attack or move. If using a rope and hook you have to stun the model and spend the entire next turn doing nothing but tying the model up. Once tied up if the battle is over before a model is released by friendly model treat as captured. Just like if it went out of action and rolled the results on the chart.

6. A player can voluntary rout once two or more models are out of action.

7. A model can charge another model even if it's in the upper floors of a building. The model needs to make an initiative check for climbing. As long as the charge is in range of a charge including the height in inches in the range measurement. If it fails the initiative check treat it as a failed charge.

The Barnacus Herald

All the News the Duke Thinks is fit to Print

This reporter has traveled to Lower Sump, the town ravaged by the evil hordes from the Caverns of Death. The Heroes of Barnacus have wasted no time in helping this town.

The journeyman mortician, Alvin Greenacre, made this comment, "The number of burials has sure gone down since those bozos showed up. Business sure is dead now." The greengrocer said, "Those two stupid dwarves walked right through my onions and I could hardly save half of them." Frankie, an eight year old street urchin had this comment, "Thus the halfling is the coolest one of the bunch! He fought off an attack by minotaurs, all by himself, the other night!"

To bolster the defense of the village, while the Heroes clean out the Caverns, they left their chief man at arms to organize the city militia. Marshal

Titon agreed to be interviewed by this reporter. The interview took place in the marshal's sumptuous office over looking the parade ground. My first question was biting and to the point. "Is that desk real teak?" Our interview was interrupted by a disturbance at the front gate.

The Marshal rushed out to deal with the situation. A group of battered gnolls appeared at the gate asking for handouts so they could move to a quieter neighborhood. The Marshal gave each of them a copper piece and sent them on their way. As you can see the problem in Lower Sump is well on its way to being solved. What will be the next horrendously dangerous situation for the Heroes of Barnacus to solve?

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Wandering Warband Gazette

WarBands Skirmish in the ruins.

Undead warband mangled when caught between a Scaven and Pirate warbands.

An Ork and Goblin warband fell prey to a Possessed warband.

Undead warband beats possessed and Midenheimers.

Sword for Hire

Roughest pit-fighter in Mordheim seeks employment. No Foe too fierce-some. If interested contact Boris at the Twisted Goat Inn. Bloody results Guaranteed.

Foul Weather continues

Winter weather is here with a vengeance. Is your Warband ready for winter weather? Contact Paul the Innkeeper at the Wandering Beast for all your winter equipment needs.

Dwarven Steel

The finest Smithy in all of Reikland. Dwarven made weapons to the highest quality. Weapons and armor repaired. Contact Earl Ironbeard at the west gate.

Obituaries

Charles the Red Minalor, Lovesick minalor tripped and broke neck while chasing milk cow.

Ork warboss, fell in combat with undead, now he walks again.

Samson the dreg, died from frostbite with tongue stuck to metal cartwheel. Someone dared him to do it.

Golden Plaque Stolen

The golden plaque was stolen on during the New Years Eves festivities. The only clue was a couple of reptile scales and some claw marks.

Party at the Twisted Goat

Lavish party held on the second Tuesday of New Year. All fellows of Marienburg invited for free wine and ale of the best quality. Sponsored by the Merchants Guild.

For Sale

One slightly used suit of heavy armor for sale. Still has lots wear and tear left in it. Contact Alfred de Giles at the Plucked Parrot for more information.

Found

Dueling pistol of ornate design found. For info contact Rass in the Wandering Beast.

Ork Zombie spotted in the Ruins

Strange creatures inhabit the ruins. An Ork Zombie spotted in combat with undead.