

ACE Game Club Newsletter

Minutes of the Meeting of February 4, 2001

Jim Destromp called the meeting to order in Beth's stead. President Beth was unable to attend because of illness. Jim said that the club treasury has only \$32 and she will be coming back from Bermuda next week. Jim went on to report that the Tomb Raider movie will not be released until June, so the club's planned movie night has been postponed. The club may want to consider outings to Lord of the Rings or Planet of the Apes when they are released as well.

Mike Clancy reported that he made calls prior to the meeting. Rich Warren also made calls about the meeting.

Jim conducted the calendar review. Randy's Mordheim campaign meets on Monday nights. Middle Earth D&D meets on Tuesday nights. Third Edition D&D meets on Wednesday nights. Third Edition D&D meets on Thursday nights. First Edition "Iron Man 3D6" D&D meets on Friday nights. On Saturdays the schedule includes First/Second Edition D&D and Mighty Empires Warhammer at 6:00pm. (Mighty Empires took a bit to get going but is now going strong-- you can't trust those rats and Chaos Dwarves! The Empire attacked the Dwarves and now the rats are joining in.) On Sundays the schedule includes the BattleTech campaign (players still wanted), White Wolf RPG, and pick-up games of Warhammer Fantasy and Warhammer 40,000. No third Sunday BattleTech tournament was held in January. A Mage Knight Mighty Empires campaign was discussed. Seven members expressed an interest and Dave Peterson set the opening session for the evening of February 17.



The Big Cheese of the Dirty Rat forces plots further treachery in the Mighty Empires Warhammer Fantasy Campaign during the Feb 17 all-nighter.

Jim reviewed the sign-up board for the all-nighter. He could not believe 16 people signed up to play in the 40K event. Meanwhile, Walt wondered where his D&D group was. Six players signed up for Vampire, and 10 players signed up for Warhammer Fantasy. The plan is to break Warhammer up into fours. One player signed up for BattleTech. Please bring food to share to the all-nighter, and above all please help clean it up when you are leaving. Otherwise snow shovels will be needed on Sunday morning to clean up the leftovers and trash.

Jim reported that FASA has been sold again, this time to Wizkids, the makers of Mage Knight. Wizards of the Coast still owns Ral Partha, so the fate of the BattleTech line is somewhat unclear. Without a doubt, however, all the current FASA titles will fade out.

Jim said that Games Workshop has been licensed to do the official table top miniature games of the new Lord of the Rings movies. While GW is counting on this saving their bacon financially, it will certainly die on the vine of the movie dies. Dave Peterson suggested that GW can only bring out products fast enough if they re-use their existing game systems with the new line of miniatures.

Jim conducted the locker review. Those who paid for lockers were Tony, Art, Walt, Calvin, Noel & Noe, and Justin (by Randy). Those not present to pay were Rich Warren. Jon wants a locker when one is available.

Jim asked the members to vote on getting two more florescent ceiling lights for the game room. The members voted yes. Leo suggested painting the ceiling white instead of black. Jim agreed to get the lights.

Randy Dilday reported that he played in a Mage Knight tournament in Virginia Beach on February 3. He said that he did okay but learned several lessons about the rules the hard

way. One important issue that came up was the fact that Mage Spawn models cannot move or fight in formations. Randy said that each 200 point round in the tournament was over just like that. He suggested that all Mage Knight players download the new updated rules, reference card, and errata from the Mage Knight web site.

Jim reported that Calvin contacted Wizkids on behalf of the game club. This effort did not get off the ground because Wizkids has automated their customer and product support on their web site. Nevertheless, the club needs to actively solicit game companies.

Jim said that he contacted Kenzer and Company and they really are weird. Black Hand T-shirts will be in shortly, and the HackMaster game will be out in June. Their new card game is late. It would be great to get them to come and do a demo. Get your Black Hand T-shirts while they last: the beauty of them is that they don't explain anything about what the Black Hand is.... Jim added that he called around looking for BattleTech miniatures. He was floored by how low the stock is across the country. ACE is unique in the volume of sales of BattleTech minis and BFG ships. We are probably the biggest seller of BFG ships on the East Coast.



A massive Warhammer 40,000 game during the President's Day all-nighter.

Jim asked if there is any interest in ACE Game Club hats. These could be ordered if a significant volume will sell. Jim asked if any materials are needed to support any of the current regular games. Dave mentioned pre-painted, resin dungeon terrain that he had seen at MarsCon, but there was not much interest in it from the RPG groups.

Scott is running DCI-sanctioned Magic on Friday nights at the Denbigh ACE store. Players in sanctioned games can earn special cards. Jim reported that D.J. Mickle finished first in the Sneak Preview tournament. Jim finished second.

Returning to arrangements of the all-nighter, a sign-up list for food was added to the white board so that everyone would not bring the same thing. Mage Knight was also added to the sign-up board.

Mike Clancy told the group that the LARP club he plays with will be starting a new season in two weeks. They meet at a campground on the far side of Richmond. There will be three Virginia chapters playing this year. Mike asked that anyone interested in more details get in touch with him. He will try to get a poster with more info. Mike brought an awesome E-size plot of the LARP's map of the realm that he has been working on.

Jim asked everyone to take a special look at the newsletter. Dave did a superlative job this month. Jim said he understood that one RPG group was embarrassed to submit a report for the newsletter because the players trashed the DM so badly.

Jim said that everyone needs to do a much better job of putting the terrain back on the shelves when they are done. The way people treat the terrain is getting to be a joke. It is tossed or stacked carelessly, and the heavy pieces are on top of the fragile styrofoam pieces. Well, as things get broken in this way, they will just go away. All the RPG groups need to do a better job of policing the room before they leave. Roach season will soon be upon us, and you won't be able to make your saving throw. Jim said that he would like to get green felt for playing Warhammer Fantasy in the front room, and for re-covering the large game tables. Mike Clancy recommended getting at least two bags of felt. A volunteer was sought to get 24x36 felt from Pauls.

Jim adjourned the meeting. The next game club meeting will be March 4. A Mage Knight demo will be held after the meeting.

Guilder's Gazette

Issue #1. Presented by Scribe Justin Page

Read by the Immortal Emperor himself and half of Necromunda

<p>A note from the Hive Primus Power Co.: We regret and apologize for the lack of lighting last week. We have a group of skilled first rate Adepts working on the problem right now.</p>	<p>Sniper For Hire!</p> <p>1 kill = 100 credits</p> <p>Will not kill the "vertically challenged"</p> <p>Go to the ratling habitat and ask any of the gifted public there for directions to the home of...</p> <p>Widget the Killa</p>	<p>JOIN NOW! Or else get drafted</p> <p>The Glorious Planetary defense force needs warm bodies for the Necromundan 12th. Guard Regiment. We recommend using our new "fight now, get paid double later" plan.</p> <p>Notice: all those who fail the application process automatically release their rights to the choice of becoming a servitor for the Emperor's Planetary Defense Force.</p>
<p>Soldiers of Good Fortune needed by a Van Sarr Elite! Only 14 slots are available so act quickly. "My last gang couldn't fight worth a guardsman!"</p> <p>See Sir Walter Van Sorry at the 3 Shot Inn of sector 4191.2</p>	<p>Physic powers for sale. See the magic and "illusions" store at the upper corner of sector 004191.2</p>	<p>For Sale</p> <p>Bionic body parts. Contact Robopop at the Ol' Soldier's Chop Shop.</p>
<p>Rat poison is now a rationed item here in Hive Primus. The secretary of the Adeptus Exterminus says he does not know why there has been a rash of rat outbreaks but he WILL get to the bottom of this!</p>	<p>Strange Activity Seen at the Adeptus Arbitrator Head Quarters! What the "Righteous Fists of the law" are doing cannot be determined but be sure to stock up on your ammo! A crackdown could be in the very near future.</p>	<p>Obituaries</p> <p>14 skeletons that wore Van Sarr dog tags found in the underhive. "Bones so knolled they became bleach white!"</p> <p>One servitor found dead in power conduit C-376. Apparently he died of old age while doing repairs and fell into some vital lighting wires last week.</p>

Presidents Day All-Nighter on February 17, 2001

We had about 34 members attend our most recent all-night game session in honor of Presidents Day. Events played included Warhammer 40,000, Mighty Empires Warhammer campaign, Mage Knight, D&D, White Wolf RPG.



Mage Knight Demo Games Played at Game Club Meeting on February 4, 2001

Two rounds of Mage Knight demo games were played at the February club meeting.

The current ACE Mage Knight line-up includes a sanctioned Scenario Club meeting on Sunday afternoons. Check with Warlord Randy Dilday, aka Lizzardman for details.

