

# ACE Game Club Newsletter

## Minutes of the Meeting of April 1, 2001

Club President Beth Dayag climbed up on a bench and proclaimed, "I'm tall." From this lofty perch she called the meeting to order. Beth gave kudos for the newsletter to Dave Peterson, and Dave thanked Randy Dilday for the photos in April issue, and for those in the previous four issues.

Beth reported that the club made \$108 in the past month, and currently has \$1024 in the treasury.

Jim Destromp said that the November edition of the club membership list was being passed around so that each member can update it. Those who are expired or nearly expired included: James Broom, Justin Baloo, T.J., Rich Warner, all Knudsens, Tracy Johnson, Frank Huson, Calvin Dayag. Everyone present checked the list for accuracy. Membership Chair Scot Alsop was sent to Florida, so a replacement was sought. Rich Warren volunteered to serve as Membership Chair.

Jim conducted the locker review. Those present to pay for lockers included Tony, Jimbo, Rich, Calvin, and Randy. Those not present to pay included Chris (#92) and Scot Alsop. Locker 92 was made available. Remember, a limited number of lockers are available to members for \$1 per month, but you must be present at the monthly meeting to pay. Purchasing additional locks for the lockers that do not have them was discussed; Dave suggested having a locksmith take care of the issue. Others wished to save money by looking in stores for the right locks.

Frank Duval conducted the calendar review. Sunday's events are the Mage Knight Scenario Club, the BattleTech league, Pokemon league, and Anton's Third Edition D&D. Anton emphasized to the group that, in spite of his absence at the meeting last month, he has not given up his group's spot on Sundays. Monday night is Randy's Mage Knight league. Tuesday night is Justin Page's Necromunda campaign and Jerry Stedman's Middle Earth First Edition D&D. Wednesday night is Randy's Mage Knight league and Dave Saunders' Third Edition D&D. Thursday night is Lewis Rich's Third Edition D&D. Friday is Noel's Iron Man 3D6 D&D campaign. Saturday events are Warhammer 40,000 from 12:00n to 6:00pm, Bob Watts' Mighty Empires/Warhammer Fantasy campaign from 6:00pm to 8:00pm, Anton's White Wolf RPG 11:00am to 6:00pm, Pokemon League from 3:00pm to 5:00pm, and Art's First Edition D&D from 8:00pm to 12:00pm. The next Game Club meeting will be May 6 at 1:00pm.

Jim told the members that everyone, and especially the teens playing 40K, need to knock off the foul language. We absolutely cannot have it, especially with so many kids in the store for the Pokemon League (though their language is bad enough). We also need volunteers to fix the leak behind the white screen in the game room, and volunteers to help Jim tar the roof. Remember, you can help keep the rain off of everyone's heads!

Beth Dayag reminded everyone that club plans to do a movie night for the opening of Tomb Raider on June 15. This will be a 9:00pm show and the club will make \$2.00 tickets available for members (not guests). You can pre-pay any time now. We will reserve a block of tickets for opening night. The theatre plans to have a Lara Croft look-alike contest on opening night. Perhaps the club should have its own contest. Scary thought.

Jim announced that Games Workshop is promoting a dreadnought arena scenario. Each player uses a dreadnought, such as the new plastic dreadnought kit. This event can be setup if there is enough interest. Not enough interest was expressed by the members present to put the event on the calendar.

Rich Warren called members to remind them about the meeting. Beth asked those who did not get calls to make sure their information on the membership list is correct. Or you can tip Rich.

Randy Dilday reminded everyone that a sanctioned Mage Knight tournament will follow the meeting.

Jim made several miscellaneous announcements. He hoped that Chai will talk to the club about the RPG that he runs, Whurld's End. People have asked Jim about playing Werewolf and RIFTS. Players for Aberrant are being sought. Anton offered to switch to Aberrant during his Saturday RPG slot, but he will need a stand-in GM when he goes on vacation. Kenzer & Company's Hackmaster will be released in June. This will be a parody role-playing game based on the Knights of the Dinner table comic. Kenzer is now producing licensed d20 D&D modules. ACE now has many new low-cost D&D modules in the shelf. Be sure to check them out. Most of these are limited-print-run products, so don't miss out on them. Magic and BattleTech tournaments will be put on the schedule in the near future.

Jim asked the members if everyone is ready to plan the next all-nighter. The next three-day weekend is May 26, Memorial Day. The members voted 8 in favor, 1 opposed, and 10 apathetic for the Memorial Day weekend. The issue will be resolved at the May game club meeting.

Seeing no other items on the agenda, Beth adjourned the meeting. Those involved in the Mage Knight tournament started working on their sign-in forms and getting their forces out.

## Mage Knight Scenario Club Results by Randy Dilday

Marcia Mickle won week one and two of the Scenario Club. Jimbo took week three. John Hitheman took week four. And Jimbo won the Grand Champion in a real close game by a mere two victory points. Bill Brantley won the grand sportsman award.

## Whurld's End Roleplaying by Chai Gallahun

Whurld's End is epic fantasy roleplaying, and will be released sometime in the fall or winter of 2001. The system focuses on the heart of any good fantasy saga: strong, well-developed characters; treacherous villains bent on evil conquest; cinematic chases; vibrant, powerful magic, and good old fashioned FUN. While dungeon crawling and monster slaying are important aspects of any good RPG, Whurld's End weaves the characters into grand, epic events. Little does the unlikely group of heroes know that they will be at the center point of a climactic clash between good and evil! The fate of the Whurld rests with their actions. The game engine is designed to propel the story forward without losing the thrill of decapitation and other descriptive victories!

Aspects of the system and scenarios are being playtested on Friday nights at the Hampton Atomic Comics Emporium, with myself, (Chai Gallahun, creator of the game) running the campaign. The game has been ongoing for a month now, four sessions... and this is just the beginning of the tale...

Setting: The Grand Port City of Elerth, "Crossroads of the Whurld." This multi-cultural city has the largest, busiest port in the immense Kingdom. Though a hostile country borders nearby to the north, trade has never been better. Tensions have risen of late, however. And the threat of invasion looms over everything like a death shroud....

Through odd coincidences and unusual twists of fate, all five members of the makeshift "party" found themselves in the midst of a dramatic wagon chase through the streets of Elerth.

Nate, the sly, elven mind-mage had been forced out of the five story window of the vile slavemaster Gnard the Fist. He initiated the chase, having fallen into a tomato cart, sending the startled horses into a rampage.

Glaucothane, a brave vroddekin (elementally attuned dwarf) paladin, followed alongside upon his warhorse; he was being pursued by a mob of fanatics that witnessed his "unholy" healing powers. Magic and divine powers are feared throughout the lands by commoners who believe it to be the work of demons and devils, even if it's use is benevolent.

Gandrel the Fortune Teller and his bard friend Avalor were thrust into the situation by three drunken brothers who wanted wrongful revenge. The wagon provided Gandrel and Avalor with the best means of escape, though somewhat involuntarily.

Last, but not least... Bebe', the Cassarin (a powerful, nimble, tiger-headed humanoid) has been framed for murder. As the city guard captors lead him to public execution, the out-of-control cart plows through the crowd! He uses the opportunity to escape, and ends in the cart as well.

Thus, the frenzied and uncontrolled horses pull the speeding cart down the main avenue of Elerth, heading straight for the docks. Behind them, pursuing are Gnard's assassins, the city guard and a few religious fanatics. It's a violent chase, involving exploding barrels of exotic oils, disgruntled carpet vendors, crossbow bolts and perfectly tossed tomatoes! And then it gets worse.

The evil country, bordering northward, chose this day to INVADE. They have harnessed terribly powerful elemental forces. The sky above the Grand Port City of Elerth streaks with fireballs. Explosions destroy buildings, killing countless people. It's a chaotic day.

The unlikely heroes manage to defeat their pursuers, using magic, good steering skills... and luck. Unfortunately, the wagon brake has failed and it soars up a dock ramp... flying into the air.

# ACE Game Club Newsletter - May 2001

And lands upon the royal deck of the Emerald Princess, smashing to bits, sending the heroes tumbling aboard this fleeing ship. After quick introductions, the heroes realize that they have just met the daughter of King herself... Princess Elyssa Vanguard. She is fleeing the city, and now their destinies have been intertwined with hers... Unfortunately for all of them, fireballs streak towards the ship, filling their individual, personal realities with splintered wood and flames....

Be on the look-out for further details about the progress of the campaign... and perhaps you might want to sign up for the next Whurld's End campaign.

## Spotlight on Kenzer and Company by David Peterson

You probably know Kenzer & Company as the publisher of Knights of the Dinner Table, the comic exploits of an intrepid group of RPG players. This Spring and Summer Kenzer & Company will release several products of interest to Game Club members. This article will look briefly at a few of them.

The blockbuster release of the group is the Kingdoms of Kalamar campaign setting sourcebook (\$34.95). It is a licensed d20 System product for use with the new Third Edition Dungeons & Dragons rules. Weighing in at a massive 272 pages in hardback, Kingdoms of Kalamar has a great deal of breadth and depth to offer. It describes the human civilizations that dominate the continent of Tellene: Brandobia, Kalamar, Reanaaria, Svimozhia, the Young Kingdoms, and the Wild Lands. Additional chapters provide details on the ancient history, independent organizations, major languages and alphabets, gods, celestial bodies, calendar, cities, laws, armies, and NPC's to be found in the lands of Tellene.



The Kingdoms of Kalamar book has been lavishly produced to match the core Third Edition rule books. All pages have elaborate trim to provide stylistic unification. Shreds of ancient documents, nice line art, and full-color artwork appear throughout the book. Two 2' x 3' maps of eastern and western Tellene are inserted in the book, and a hex-grid overlay is included to enable distances to be calculated on the large maps.

According to Kenzer & Company, Kingdoms of Kalamar has been designed after careful research into geography and history to produce a "realistic" topography, political milieu, and epic historical sweep. At the same time, magic and mystery provide essential elements of the setting. While I have not had enough time to digest much of the detail of the campaign setting, I am sure both DM's and players will enjoy it. I wish that editor David Kenzer would have better organized the introductory sections, which do not ease the reader into the world as gently I would like. However, the content is what counts and Kingdoms of Kalamar has what counts in spades. If you play d20 D&D, I highly recommend you pick up this book.

Kenzer & Company will follow up Kingdoms of Kalamar in May with adventure modules set in the environs of Tellene. A three-part campaign featuring powerful artifacts and epic conflict against a powerful, evil nemesis will be released under the titles The Root of All Evil, Forging Darkness, and Coin's End (\$12.95 each). The three parts are written for 1-3 level, 3-4 level, and 5-6 level respectively. The adventure modules Harvest of Darkness and Midnight's Terror (\$14.95 each) are stand-alone books, but each contains multiple campaigns/adventures in a single book. Kenzer & Company have said that these five books are only the first of many Kalamar adventure products on the way.

Kenzer & Company will also be releasing a licensed Dungeons & Dragons comic series. The first series is "In the Shadow of Dragons." In issue #1, "The Last of My Father," a group of very powerful and very evil dragons descends upon the city of Rel Astra (this series is set in the world of Greyhawk), demanding a treasure be handed over to them. The townspeople see their champions killed and turn to a group of adventurers in desperation. The adventurers are to journey to find out what the treasure is and where it is. I can't say I found the characters or character designs in the first issue to be astonishing, but at least the setup is good, the art is all in color, and the series is off to a promising start. D&D fans will probably enjoy the series.



In adventuring circles, one name is spoken of with dread above all others: HackMaster. The swords flashing, ask-questions-later (or never), buckets of blood role playing game played by the Knights of the Dinner Table. Until now,



the HackMaster rules by game designing legend Gary Jackson have been (thankfully?) kept off-stage. This summer Kenzer & Company will release the HackMaster Player's Handbook and Game Master's Guide. It is sure to be an entertaining parody; if it is also a playable game design, I expect it to be very popular at the



Game Club this summer as a break from more serious fare.

## ACE Gets A New Web Site

In April the Atomic Comics Emporium web site, <http://www.atomic-comics.com>, got a face lift. The site was redesigned to provide ACE with a venue for doing more on-line sales. The response so far has been good, and receiving a link from the WizKids Mage Knight site for our sanctioned tournaments has boosted traffic. The current list of BattleTech miniatures has also generated a lot of interest and more than a few sales!

The site includes a page for the ACE Game Club. You can currently see the always-in-demand ACE Game Club T-Shirt being modeled. In the near future you will be able to view back issues of the Game Club newsletter. Of course, you will want to check out the site mainly because it contains a current list of all the Game Club's events on the news page. Stay tuned, and send your suggestions to Jim at [info@atomic-comics.com](mailto:info@atomic-comics.com).

## Notes from the Proprietor by Jim Destromp

The first item is the MAGE KNIGHT BOOSTER TOURNAMENT. Cost is 1 Booster Box. Bring 1 figure (no uniques) and buy the booster box to make a 100 point army. Swiss Scoring. First Sunday in May immediately following the ACE Game Club meeting.

Next big un is the MAGE KNIGHT LANCER PRE-RELEASE tournament at 11 a.m. on 19 May (Saturday). Cost is \$20.00 from which you get 2 Lancer Boosters and 1 Rebellion Booster. Swiss scoring, 200 pt army.

Atomic Comics Emporium will be holding Magic tournaments commencing in June. At least one event will be held per week.

Please have everyone check out the "New" ACE web-site. I would appreciate any inputs about the site. <http://www.atomic-comics.com>.

Anyone looking for any mechs should look at the site. Another game distributor contacted me today and told me that they just got a "HUGE" stock return of mechs and will be sending me a list when it's all inventoried.

Looks like there will be a "new" Mighty Empires campaign starting May 12. Also, it looks like the Tuesday night Necromunda campaign is suffering a bit. Several enthusiastic players would like someone to volunteer to take over coordinating it.

New news. Games Workshop is REALLY pushing the Lord of the Rings boxed set that will only be sold through Alliance (\$50.00/box). Expect something like the Warhammer Fantasy boxed set, but with new Lord of the Rings figures produced under an exclusive license.

I tried to increase my orders for the Mage Knight Dragon and was told that the entire run has sold out and there are no reorders or increases. Whew! That one is going to be HOT. ACE will give preference (pre-order and pre-pay) to ACE Game Club members. I would like to take orders at the meeting, \$24.95 + Tax - 15% discount for "Shirt Wearers." What? You don't have a shirt! Well, no time to pick one up like the present is there?

I would also like to mention that ACE in Denbigh runs a Mage Knight Scenario Club on Thursday nights at 6:30. Our Scenario Club in Hampton is on Sunday at 1 pm. We have a Mage Knight League on Mondays and Wednesdays at 6:30 also.

For the Star Wars CCG players, ACE now has JEDI KNIGHTS (a new Star Wars CCG). Also, we just got in some ROAD WARRIOR action figures. Kew! Stay tuned for the Knights of the Dinner Table card game. It WILL NOT BE a collectible one (as per the Kenzer folks). Just a fun card game.