

ACE Game Club Newsletter

Minutes of the Meeting of May 6, 2001

Jim Thorpe opened the meeting. He explained that because he was the only elected President of the Game Club present, Jim had given him the honor of opening the meeting. Jim began the business of the meeting by passing around the hard copy of the member database so that everyone could update their information.

Jim Destromp conducted the locker review. It is Game Club policy that members can only pay their \$1 per month locker rental at the monthly meeting. Until this month many of the lockers did not have locks, but the Club authorized spending money on locks for the non-secure lockers. Those present to pay their locker rentals were Tony, Jimbo, Rich, and Noe. Calvin was not present to pay. Three lockers were opened.

Jim reported that Noel had not given him an accounting of the finances for the month, but that there were many expenditures during the month.

Frank Duval conducted the calendar review. Today will be a Mage Knight booster tournament. Sundays are the Mage Knight Scenario Club, the BattleTech League, the Pokemon League, and Third Edition D&D. Mondays are the Mage Knight League. Tuesdays are First Edition D&D. Wednesday is the Mage Knight League and Third Edition D&D. Thursdays are Rich's Third Edition D&D. Fridays are Chai's Whurld's End role-playing. Saturdays are Warhammer 40,000, the Mighty Empires Warhammer Fantasy Campaign, White Wolf role-playing, the Pokemon League, and Art's First Edition D&D. A Mage Knight Lancers Pre-Release Tournament will be held on Saturday May 19, so no tables will be available for other games on this day. The next Game Club meeting will be on June 3. The Tomb Raider Opening Night outing will be on June 15. We need 30 people signed up and pre-paid for this event to happen. Jim had 2 sign-ups before the meeting.



There was a full house on May 19 for the Mage Knight Lancers Pre-Release Tournament

Jim duly laid into the members with the cat-o-nine-tales over participation in Club events. If the members want to do events such as an all-nighter in June, then participation, support, and appreciation are needed. The Club needs to support itself, not be dragged along by a few active members. If we get an apathetic response from the members, we will not schedule any special events. The all-nighters are really tough on Jim and Masako, as they still have to get all the way through Sunday. You can show support for events by signing up for them and THEN by showing up. You can show support for the all-nighters by bringing food to share with EVERYONE, not just your buddies, and by not showing up empty-handed to free-load. You can show your support for the club by wearing your Game Club shirt, and by buying one from the Club to support it if you don't have one. These shirts are printed and bought with Club money, not store money. Your Club benefits include a 15% discount at the store register; it is little enough to pay your \$10 annual membership ON TIME and buy your Club shirt to get this. We need to see everyone helping and participating, not just the same half dozen people.

Rich suggested that the next all-nighter be held on June 9. Remember, no one wants to chase you down about bringing food to share with EVERYONE. Members agreed to support the June 9 all-nighter with a show of 30 hands. Rich suggested that those who can't cook bring \$5 for pizza. Jim said that once the front lights are out in the store, people need to stay in the gaming areas and not float around the store shelves. Also, members under age 15 will need to have signed permission letters from their parents in order to be in the store after 9:00pm.

Tracy Johnson asked the members for permission to take down some classic BattleTech posters in the game room and put up a 4 x 6 piece of sheet metal. The sheet metal will be used for board game maps and counters mounted in magnetic clips. This will enable board games to be played over a period of weeks without difficulty. The members agreed that the

posters could be carefully removed and stored, and that up to \$40 of club money could be spent on materials.

Jim told the members that the club sent a basket to Leo's mom, and that Maureen Bruno sent a nice thank you note to the club. Her note was read, and everyone enjoyed the large tray of fabulous brownies that she sent.

Jim asked for sign-ups for the Tomb Raider opening night event. Seventeen people signed up for the event. Jim said that June 1 is the deadline for pre-paying for the Tomb Raider opening night.

Randy Dilday showed the members the really cool, clear plastic trophy for the Mage Knight Booster Tournament, and the three trophies with metal Mage Knight miniatures for the Lancers Pre-Release Tournament.

Chai Gallahan asked the members to consider spending club money for a sound system for the game room. He said that using soundtracks greatly enhances his role-playing sessions. Jim was skeptical about how such a system would survive, considering how the terrain pieces are getting beat up. A motion to spend money on a sound system was introduced and was tabled until pricing can be presented to the Club at the next meeting. It was agreed that Chai would get pricing from the PX, Best Boy, Circuit City, or Jim Thorpe's store.

Jim Thorpe adjourned the meeting.



Bill Brantley took top honors at the Lancers Pre-Release Tournament

Mage Knight Tournament Results, by David Peterson

A Mage Knight "Booster Plus One" Tournament was held at ACE on May 6. D.J. Mickle was the First Place winner.

ACE was one of the few venues on the East Coast to be allotted a sanctioned Mage Knight Lancers Pre-Release Tournament. This event was held on May 19 and consisted of six rounds with Swiss scoring. Each player received one Rebellion booster and two Lancers boosters from which to make a 200 point army. Twenty-nine players participated in the event. The excitement was incredible as the Lancers boosters were handed out, and everyone ended up with some great figures.

Most people hit their stride in the third round, having had a couple games to feel out both the new models and the new Lancers rules. After six hard-fought rounds, Bill Brantley won the First Place trophy with 1570 points. Bill used a High Elf General, a Scorpem Gunner, a Leech Medic, a Night Stalker, a Whirling Golem, a Woodland Scout, and a Centaur Outrider. Jim "Jimbo" Thorpe won the Second Place trophy with 1926 points. Jimbo used a Techan, a Heavy Lancer, and a Steam Golem as his army. John Heitman won the Third Place trophy with 1741 points. John used a Blue Technomancer, a Scorpem Gunner, a Light Lancer, an Altam Guardsman, a Blade Golem, and a Liege Knight. Charlie Brown won Best Sportsman for being a great player and looking out for his opponents who were less familiar with the rules. Ian Peterson, age 8, won First Place in the Junior Division with 1013 points. Congratulations to everyone who participated and thanks for making it a great event. Special thanks go out to Randy "Lizzardman" Dilday, who ran both the Booster and Lancers tournaments.

Whurld's End Epic Role-Playing, by Chai Gallahan

Whurld's End is an epic role-playing experience... The system plunges unlikely heroes into grand, heroic struggles. One of the best ways to get to know a setting is to meet some of the people that live in it. Thus, be ready to greet one of the heroes that struggles to overcome diabolical evil every Friday night during the Whurld's End FIREHEART campaign...

ACE Game Club Newsletter - June 2001

His name is Bebe'. Yes... it sounds unusual, but he hails from the Frontier Lands, a wild expanse of steppes and verdant plains much like our planet's African continent. Bebe is a CASSARIN, a being with the body of a powerful human, but with the head of a feline... -- and in Bebe's case, the head of a lion. He possesses sharp claws attached to powerful arms and legs... and a mouth you don't want anywhere near you. Cassarin roam the plains, following huge herds of gazelle-like prey. They are intelligent, but live much like the plains-people, culture rooted in firelight stories, celestial worship and the migration of their food sources.

Here is an excerpt of Bebe's player background sheet...

"THE GREAT LION CONSTELLATION watches over the Frontier Lands, keeping order, keeping balance..." From a young age, Bebe the Cassarin was happy, nurtured and content. His pride hunted well and was never hungry... Until the dry times. The sky refused to shower water upon the lands, and many animals died before their time. Prey was scarce and the family grew thin of frame. Thus, the pride was "forced" to trade with the new people... -- People that did not have the head of lions, but shared the same body... They began to trade with the Gallanders, the humans.

The pride knew the secret locations of veins of rare gems and minerals, leading the humans to the sacred places. In return, the humans provided cattle and a stable means of sustenance. They also provided exotic spices to season the meat, and strong ales and spirits to drink. Over the years, the pride grew lazy and did not hunt as they once proudly did.

They grew content, complacent... The worst things for a hunter to become. Ultimately, the pride ran out of locations of rare metals and gems to trade. This was the prelude to the Shameful Dealings. Desiring more cattle and other riches (which Cassarin had never sought before), elders traded the very lifeblood of the open frontier itself... They began to exchange YOUNG CASSARIN for cattle, jewelry, weapons and stronger alcohol.

As Bebe grew older, more and more Gallanders expanded into the Frontier. More and more land was fenced off. More and more Cassarin were openly traded to the Gallanders as servants. All the while, the Cassarin grew increasingly intoxicated.

Skirmishes broke out now and then between Cassarin and humans... the fault of both races. Anger, revenge and hatred soon filled the plains. Thus, open trade ceased. But, the Gallandish thirst for Cassarin servants did not. Although Galland banned the illegal acquisition of Cassarin servants, private enterprise ignored the proclamations. --The government had no way of enforcing the law over such vast territory as the Frontier. So, today, slaves are still "harvested" from the Frontier. Bebe was such a slave... his family hunted. Some were slain, most were captured. During the brutal slave caravan to the port city of Elerth, Bebe's brother died in his arms.

Over the harsh years, Bebe adapted to the human ways. He was traded, bought, sold over and over again until one day... a very special lady purchased him. She took a liking to the Cassarin and treated him with respect and dignity, something which he hadn't known since being captured. She taught him history, astronomy, writing, "formal-speak" and other arcane lessons. Over several years, they became close. One day, Lady Allana realized that she loved him.

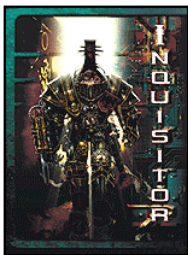
Unfortunately, this became known to Duke Selex, an extremely influential and powerful politician in Elerth, who happened to have loved the lady himself. One day, during a formal visit, he attempted to force himself on her. She resisted. Bebe entered the secluded room, hearing the struggle. Bebe attacked Duke Selex. During the fight, the Duke killed Lady Allana. Bebe attacked the Duke with all of his might, almost killing the evil man when guards burst into the room.

Selex cried for help, claiming that the Cassarin had went wild with anger upon discovering Lady Allana in his arms. He claimed that Bebe killed her. The guards surrounded the angry Cassarin, taking him into custody. Shortly later... Bebe, innocent of the crimes, marched with guards toward his own execution in the city square. Would fate intervene, or had the Cassarin seen his last sunrise?... Such was the stage set for the beginning of his part in the Whurld's End campaign... Look for the Whurld's End Epic Role-playing Game this winter!

Round-up of New Game Releases, by David Peterson

Inquisitor, 192 pages, softcover rulebook, \$39.99

Inquisitor is Games Workshop's new skirmish game of man-to-man combat in the 41st century. The game, written by Gav Thorpe, pits rival factions of Inquisitors and their motley crews of henchmen against each other. The rules are highly detailed in the way one might expect a role-playing game to be, with numerous types of bolters, ammunition, special skills, and psychic powers. The rulebook is comprised of sections on Characters, actions, Movement, Shooting, Close Combat, Injuries & Recovery, awareness, Special Abilities, Armoury, the 41st Millennium, The Gamesmaster, and Appendix (Designer's Notes, Additional Rules, Ready Reckoner, Reference Sheets, Character Sheet, Glossary, Rules Summary).



Unlike Necromunda, Gorkamorka, and Mordheim, your basic knowledge of how GW games work will not get you through Inquisitor. For example, while you role under your Ballistic Skill (BS) to score a ranged hit, you do so on percentile dice with about a page-long

list of possible modifiers. It will take you a few games, or more than a few, to get a firm handle on the nuts and bolts and screws and other fiddly little bits that make Inquisitor work.

With Inquisitor you might think that Games Workshop is attempting to cash in on a new line of fabulous 54 mm figures. Otherwise, why launch a game on such a small line of models, each of which cost \$19.99 and up? I think this is entirely beside the point. Inquisitor is a hard-core gamer's game. If you collect Inquisitor figures, you can make every day a Golden Demon exhibition, and enjoy yourself immensely in the process-- if over-achieving conversions and paint jobs are your thing. If you want to delve into the darkest corners of 40K combat, the Inquisitor rules let you wrap your hands around a red-hot bolter and do it. The main point of Inquisitor, however, is to give you a game where you can play out Warhammer Monthly stories. It is no coincidence that a number of illustrations in the Inquisitor rulebook were lifted from Warhammer Monthly comics. Inquisitor games are supposed to represent the fast-and-furious chases of Kal Jerico and the struggles of Inquisitor Hand and Ephrael Stern. It even recommends that the Gamesmaster occasionally intervenes to make the action more heroic such as by ruling that a falling character catches himself at the last moment and is hanging in mid-air by one hand.

I think that Inquisitor will turn out to be popular and that it will produce many exciting gaming sessions. I think modelers will enjoy the miniatures, though the rest of us may prefer to use the GW back-catalog of 40K-scale figures. Hard-core gamers will definitely enjoy the richness of the rules, and will happily stretch them to their own styles. The possibilities are endless.

Clockwork Stomp, 32 pages plus card counter inserts, softcover rulebook, \$19.95

Clockwork Stomp, by Scott Leaton, is an expansion to Kenzer & Company's Fairy Meat miniatures game. Unlike most expansions, however, you don't need the original Fairy Meat game to play (though you will know a little more if you do). In releasing Clockwork Stomp, Kenzer & Company have taken the opportunity to publish a new edition of the rules at the same time. New gamers can pick up this book and join in the fun without any other materials.



Okay, on to the, uh, meat of the review. Fairy Meat is a miniatures (or counters) based game of combat between fairies (yes, like Tinkerbell) that have been warped by evil and are now battle-crazed cannibals. They fly, they twinkle, and they slay and each other and feast upon the fallen. Needless to say, the rules are both playable and funny-- and are at many points satirical send-ups of other games you may be familiar with. Clockwork Stomp adds more characters to the game, chiefly the gadget- and technology-inclined gnomes but also pixies, gremlins, and clock-fairies (there is an illustration of the races in the game reminiscent of the "line-up" illustrations in the new D&D Player's Handbook). Clock-fairies are bionic fairies created by gnomes that feature helicopter blade wings and arm-mounted weapons. The gnomes bring lots of other heavy firepower into the world of Fairy Meat—even a flamer template is included.

I hope you will check out Clockwork Stomp. It may be the most fun you have had since Car Wars and The Awful Green Things From Outer Space. And keep an eye out for "Sugar and Vice," the next Fairy Meat expansion, to be released later this summer.

The Root of All Evil, 47 pages plus 16 pages of maps and illustrations, adventure module, \$12.99.

The Root of All Evil, by Andy Miller, is the first of a three-part campaign set in the world of Kalamar (see review last issue of the Kingdoms of Kalamar sourcebook). The over-all plot arc features a conflict with an evil nemesis over a powerful magical artifact. This is an adventure for first-level characters. Take a look at this module if you want an example of how to do adventures right: there is a lot of detail about the characters and environs the players will meet-- so much so that DM's will be itching to use it. There are lots and lots of maps. And better still, there are 16 pages of full- and half-page illustrations to show the players during the game. (You may remember that this technique was used to excellent effect in The Tomb or Horrors.) And of course the adventure itself is full of twists and turns as well.



According to veteran DM Walt Kassel, the adventure "is a marvelously well written introductory scenario to the Kingdoms of Kalamar adventure setting. This modular storytelling device features well-illustrated maps and pictures that allow the players to see what their DM is talking about. This module also outlines an area of Kalamar using extensive random encounter charts and small maps. These could easily be altered to fit just about any other campaign or adventure setting." Walt adds, "Fellow DM's and Adventure Game Runners would be well advised not to overlook this work of art and its origins. Every story needs a good beginning, and using this module is just such a beginning. Buy it before you read it and have a great time playing it."

You will need the new Third Edition D&D core rulebooks, plus the Kingdoms of Kalamar hardback sourcebook, to make the best use of this adventure module. Definitely recommended, but don't read it until you have had a chance to play through it!