

ACE Game Club Newsletter

Minutes of the Meeting of September 9, 2001

Club President Charlie Brown called the meeting to order and handed the floor over to Jim Destromp for a few announcements. Jim said that there were only two entries in the ACE Shirt Logo contest, and that this was not enough entries to hold the contest. Second, Jim announced that members who do not attend the monthly club meeting will not be able to attend any all-nighters during that month. This is a new rule from the proprietor. If you did not attend the monthly game club meeting, do not expect to be able to put your name on the white board for an all-nighter event. Jim reviewed membership expirations and reminded the members that there is now a \$5 penalty for letting your membership expire. Renewals of memberships in good standing are \$10 per year; new memberships and expired memberships are \$15 per year.

Charlie said that the all-nighters are a lot of fun for those who follow the rules. However, theft from the store and from club members has been a problem at the last three of these events. Therefore the club will not be having another all-nighter until after Christmas.

Charlie added that the bulletin board (not the white board) is intended to be used for members' advertisements, such as for players wanted, campaigns wanted, or games wanted or for sale. However, it is not intended to be used for advertising such things as furniture, toilet seats, web sites, and lawn mowers for sale.

Charlie added that the cleanup of the game room has been excellent. Thanks go out to everybody for helping the room get and stay straight. There have been absolutely no complaints about it. On the other hand, Charlie reported having a parent speak to him about foul language in the game room. He asked everyone to clean up the language, and to be especially aware of the issue during role-playing games.

Jim observed that the younger players tend to get goofy about 4:00am during the all-nighters. Then they run around and yell and scream. The old fogies just can't handle this. Charlie added that players under 18 will be required to provide a parent or guardian phone number in order to participate in future all-nighters. This number will be called if there are any problems with the participant, and the parent or guardian will be asked to pick up the offender immediately.

Jim said that he would like to see Warhammer Fantasy and Warhammer 40,000 players organize some scheduled events or campaigns. There are several Magic players who want to run games.

Frank Duval conducted the calendar review. There will be a Mage Knight tournament immediately following the October 7 game club meeting. Sundays are D&D or a hodge-podge of other RPG's with Anton's group and Mage Knight demo games. Mondays are Randy's Mage Knight Campaign. Tuesdays are Warhammer Fantasy and HackMaster. Wednesdays are the Mage Knight league and Dave Saunders' Third Edition D&D (this group is looking for players). Thursdays are Rich's Third Edition D&D campaign. Fridays are Jim Thorpe's First Edition D&D UnderDark campaign. Saturdays are Warhammer 40,000 pick-up gaming, Star Wars, Ben's Mage Knight league, and Noel's First Edition D&D campaign at night. Leo offered to organize a Blood Bowl league, as it is now the season. Mage Knight or other figures may be used. See Leo to get involved.

Dan Conley introduced himself as a new member of the game club looking for players for his own game system, Quickfire 2. This game system uses 1/300 scale miniatures of all types (BattleTech, Epic, Micro Armor, Ogre) plus toys and other models for fast-moving science fiction battles. Quickfire is a universal miniatures game: it provides a "rosetta stone" by which all sorts of models and miniatures can fight each other. Dan said that he has been working on the rules for 15 years and that they have been well-received during demo games. He said he would like to set up a game; the event will need 15 minutes per player or unit. One stat sheet is used per unit. Dave Peterson added that he played in a Quickfire demo at Marscon back in January. He said the game system rocks and

Dan has a collection of toys and miniatures that is to die for. A demo game of Quickfire was scheduled for September 20 at 6:00pm. Five members expressed an interest in playing.

Jim conducted the locker review. Jimbo, Walt, Donald, and Billy were present to pay. Rick, Noe, Noel, and Jerry were not present to pay. Charlie added that when lockers are not paid at the club meeting, it is the club's policy to clear the locker and reassign it immediately. However, all materials removed from the lockers are to be treated with care and respect. No one's possessions should be taken or gone through.

Seeing no further business, Charlie declared the meeting adjourned. The next club meeting will be on October 6. The meeting broke up and setup for the Mage Knight tournament began.

HackMaster: Uninhibited D&D with a Twist, by Jerry Stedman

Have ever gotten really annoyed at those pansy magic using types? Hiding safely behind the warriors, casting an occasional spell, and then, as soon as the monster is slain, rushing forward and grabbing all the best of the magical items. In D&D, you can gripe, complain and bitch, but in HackMaster... off the whiney wizard. He's probably better experience than the goblins in the next room! Party members are fair game, and with the "quirks and flaws" the game supplies you might loose control and wipe out your entire party unintentionally. Sorry guys, but hey, I did get good experience for you.

The twist is the aforementioned "quirks and flaws". Don't make fun of the drunken bum laying in the gutter. Your character is just a die roll away from being an alcoholic, eager to trade his +13 Battle Ax for another watered down ale. Or you can be a pathologic liar (honest guys, the chest isn't trapped), blind, albino, or any one of a hundred other flaws. The character building process encourages flaws. The more flaws, the more build points, the more build points the stronger the character. Your character ends up with a of strength of 23, a dexterity of 25 and so messed up physically or mentally that in our world they'd be locked away for treatment for the rest of their life.

The game is fun and playable for the short term, but don't plan any long campaigns, at least not any in which you need the same characters that started to finish.

The Chronicles of Luchic the Mute Gnome Who Could Write, by C.T. Brown

Our adventure on this particular evening began with the return of Josephine the sultry cleric. Being a bit battered and bruised from her encounter, she remained undeterred although a great deal dazed and tired. Behind her strode two pack animals, a goat and mule, each carrying a few items. Josephine used her persuasive abilities to buy back the mule at an above fair price. The cleric then was hit with the revelation that the goat was evil and the cause of her turmoil in the Temple of Horrendous Doom. She sold the rest of her items and moved to cleanse herself. Smiling she walked outside, notched an arrow, and leveled it on the goat. With a *thwip* she hit him one more time in the haunches before he began to bolt away. As our lovely cleric began her second volley at the demonic beast she noticed the mule had walked back into the stables and begun eating (he regularly is brought back in this way). But she quickly returned back to her task at hand letting fly with another two arrows into the goat. Still running for all it was worth the goat glanced back. This turned out to be his undoing as the first arrow from the cleric's last volley hit him square in the nose. She ran over to him to ensure his demise.

Now enters the thief from her first party. He was the first one paralyzed in the tomb and he was left for dead. His appearance also testifies to this. Josephine was astonished to see Luchie alive and became drawn from her "religious slaughter" (don't worry kids the bad evil goat that tried to run away gets his). After a volley of questions at the mute gnome thief and several confusing hand gesture lead her

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to no further answers she snapped back into reality. She healed Luchie for a few minutes and returned to the target of her insane, uh, "religious slaughter," frantically digging through her bag began looking for a stake. She asked Luchie to gather sticks for a fire. Confused but grateful he did so unquestioning. Well confused and mute really did it. He ran to do his chore and completing it he brought the bundle back. Josephine then asked Luchie to stake the "demon" through the heart. Again with a queer look his appreciation and a touch of her good looks forced him to do it-- right into the heart of the "fuzzy horned devil." Now covered in blood and escorted by the lovely cleric Luchie followed Josephine back into town.

In town a dwarf and an albino elf stood in line in a soup kitchen. The albino received her warm mucus soup and looked for an empty table; upon finding one she sat down to eat. After she was comfortable, a dwarf sat down on a bench on the opposite side of the elf. He introduced himself as John, Governor of the town. The albino seemed unimpressed but exchanged several far-fetched tales, the most impressive of which was that she was a traveler looking for more magic to add to her vast arsenal. The "Governor" offered any help he could. Autumn the albino elf inquired where she could purchase some goods. John quickly retorted he didn't know as he lived outside of his governed town. Before getting up to leave the table Autumn inquired about a large scar shaped like lips on the forehead of the dwarf. He denied having a scar and told her it was a blemish. Tired of this exchange, Autumn left the soup kitchen.

Watching a bloodied gnome and a very attractive human pass them in the street, the dwarf and Autumn entered an adventuring store. A man came from the back to greet them-- arguing with a husky woman all the way up to the front counter of the store. After some haggling with Autumn and smaller sales of various items to John the shop keeper tried to unload a pair of boots on the albino woman. The boots were multicolored with six-inch platform heels and many other frills of color accenting them. John couldn't resist this pimpadelic look--so much so that he paid five times their value and still left satisfied. He headed back to the inn where he was determined to show off his boots. Stay tuned the adventure is just beginning!

Aldriv's Revenge, 64 pages, Adventure Module, \$12.99, by C.T. Brown

To begin with, I have to get something off my chest. The copy I got was a pain because the top of the entire book was miss cut, making the top of almost all the pages stick together. I had to separate a good number of pages before I got to read the book. I found this to be terribly annoying and promised myself I would mention it. I feel much better now.

This adventure proved to be worth all that effort (but how can I be a critic if I don't complain about something?). This scenario sets a moderate pace for new players and has enough mystery and hack-n-slash for the old ones. Here's the setup: "Duke Aldriv III has been murdered. His brother, Prince Cardor, has disappeared. Mordeln, son of Prince Cardor, believes that he may be the assassin's next target. The race to find the Prince before the assassins do begins as the players join forces with Mordeln." I started two new players in this game to see how it would work out because it is supposed to be for first level characters. This module never let me down because there was always a back up plan in the book for a player mistake. It would produce the information the players needed so that a simple mistake would not deny the players vital information. Aldriv's Revenge was an easy read. I went back and read two other Kingdoms of Kalamar modules and I have to say I am noticing a trend toward being easy to read. As a DM I can say that is always a plus. I normally find after the introduction I loose interest in the mechanics of the module because its so preemptive but this was not the case with Aldriv's Revenge. The story involved many different characters and the mystery was so well spread out that I had a great time when it came to game play. I even got the players arrested once and I have to tell you that was a lot of fun too because it helped tie in the story. It gave me a chance to be mischievous with out hurting the game and I loved it.

The adventure is about a son who is accused of wrong doings against his father and his uncle. The module leads players against a squadron of goblins, through a prison, and into even larger mishaps. The son was especially fun to role-play; being a shady character desperate for the party's help he is amusing in making choices about much he tells the players. The players meet a great deal of help

along the way even to the point of allowing the players to continuously adventure back to a place to be healed between sessions. This was an entertaining ride for everyone mainly because of tension between non-human players in the beginning. In most cases this forced a group mentality on my players.

The maps in the back of the book and the visual aids were also plentiful and were a great help. Sectioning the maps into the text is also very easy and I rarely had a problem with where on the map the party needed to be because of it.

Another plus was the ease in which the game ran. Normally you get the "I don't know hitch" with a published module where you have to make something up, but this adventure really provided complete encounters, and they always tied into something else in the game. If the players reacted badly in an encounter and there was a problem the other NPC's down the road would save their skins in some way. I like a smooth running adventure and this certainly is one.

I would especially recommend this module to any experienced DM who wants to have a good time or run a game for new players. I would also recommend this to the first-time DM because it has very few hitches that would normally muddle his abilities to manage the game. My only complaint with the game itself is that after writing this no one will let me play because I already memorized the book! Thanks Kenzer & Company for one more excellent reason to sit at a table and game all night!

For more information about Dan Conley's Quickfire 2 universal science fiction miniatures rules, point your web browser to:

<http://frontpage.home.net/conleycd2/qfweb.htm>

Mag Knight Tournaments, by Randy Dilday

Whirlwind Sealed Booster Tournaments, November 9, 10 & 11, 2001, noon

Each player will build a 200-point army from three sealed boosters. Rounds will be 50 minutes long. There will be four rounds of Swiss play and two rounds of finals. The Nov 9 event is at ACE III in Denbigh. Wizkids has announced that winners from this sanctioned event will be invited to play in the Mage Knight U.S. Championship to be held at Origins in Columbus, Ohio on July 4 - 7.

Mag Knight New Releases

October 2001

Whirlwind Booster Packs, \$6.95. Adds 142 characters to the game including mounted figures for the Elemental League and Black Powder Rebels.

Polar Ice Dragon, \$24.95. A new large model, with the special ability "Magic Freeze." Limited edition.

Metal Set 7: Lancers, various prices. This set includes metal versions of 15 of the Lancers characters.

January 2002 and Beyond

Knights Immortal Charger, \$24.95. Reputed to be the fastest of the chariot models.

Black Powder Rebel Tank, \$34.95. The largest Mage Knight model yet!

Metal Set 8: Lancers. Even more metal Lancers characters. You will have fun painting them, and even more fun reading about them on your Mage Knight Trading Cards!

Radiant Light Dragon, \$24.95. Yet another fearsome model swoops down upon your wallet! This dragon has a healing gaze and reputedly gives a combat bonus to models in base contact with it.

Atlantis Guild War Machine, \$34.95. This is the magical, golden hover-tank you Atlantis Guild fans have been waiting for. We don't know what it does, but it looks mega-cool!

Mage Knight Dungeons Starter Set, \$19.95.

Mage Knight Dungeons Booster, \$6.95.

Mage Knight Dungeons Pack, \$14.95.

