

ACE Game Club Newsletter

Minutes of the Meeting of July 7, 2002

Charlie Brown opened the meeting, saying "Okay we're going to start the meeting!" He welcomed back all those members who never come. Let the official records indicate that there followed an exchange among the regular EverQuest players. It was apparently a coded transmission understandable only to members of their guild.

Jim Destromp told the members that ACE has been contacted by a company offering swords and weapons, a line of products he has resisted offering over the years. The vendor's catalogue has pricing of \$50 rather than the \$150 you might expect. Jim said he would have to check with the Hampton police before ordering anything. It is unlikely that ACE will start carrying swords. We would hate to hear that someone killed his or her wife or parents.

Jim conducted the locker review. Those present to pay were Noel, Rick, Jimbo, and Chad. Randy was not present because he was on travel to Origins in Ohio. Chad was assigned a new locker.

Jim reminded the members that the new Mechwarrior Dark Age BattleTech figures will be out it August. In the meanwhile there will be "Classic" BattleTech tournaments scheduled.



Jim conducted the schedule review. Mondays are the Devil May Cry BESM campaign from 6:00 to 9:00pm. Tuesdays are Jim's Hackmaster campaign (he hasn't killed anyone in a while). Wednesdays are Dave Saunders' Third Edition D&D campaign and Warhammer 40,000 with Mike Kehs after 4:00pm. Thursdays are Rich's Third Edition D&D campaign (Star Wars was too buggy, group is full with eight players). Fridays are Jim Thorpe's First Edition D&D campaign and Enio's Mage Knight/HeroClix (alternating weeks) at 6:00pm starting in August. Saturdays are Warhammer 40,000 and EverQuest meeting on-line (no Saturday night RPG group). Sid is looking for players for a Third Edition D&D group. Sundays are the Mage Knight league, BattleTech tournaments (the last one had nine players), Pokemon League, and Dragonball Z CCG (no Sunday afternoon RPG group). A Dragonball Z CCG tournament will be held July 21. Leo Bruno's Warhammer Fantasy event will be Friday, July 26.

Enio Lopez previewed the July Mage Knight events in the Bridge Over the River Khamita series. The first two weeks will be 300 and 400 point Mage Knight tournaments. The third and fourth weeks will be Mage Knight Conquest battles with 1200 points. The prize for the third week winner will be a Limited Edition, named Hill Giant figure. Everyone who plays can mail-in for a special Limited Edition figure of the warlord they represented in the tournament. There will be similar events in August and September, but the details are not known yet. See the chart on the soda machine for details about these events. Enio started taking sign-ups for these events.

Jim asked everyone to review his or her membership records. The club's membership is approximately 146 but there are many dead entries in the database. Jim noted that the copier is working again. The club spent \$133 for a new toner cartridge. There are now two empty cartridges that could be recycled.

We need to find a company to do this. The club purchased two additional pieces for its Mage Knight castle. Jim asked everyone to look at the shelves full of wonderfully piled, broken terrain pieces and trashed models. Everything used to be organized but it is now thrown in piles on the shelf.

Doug and Charlie asked the members about having an all-nighter in mid-July for the purpose of playing multi-player LAN Halo on networked Xboxes. The setup would support up to 16 players. This event would only be open to members, unlike the all-nighter last month where Magic was played all night but only one player was a member. Dave Peterson recommended that the Xbox setup be given a trial run during regular gaming hours, and Charlie agreed to run it on Saturday, July 20 at 2:00pm. This event will serve as a trial run for the next all-nighter, which will be discussed at the August 4 Game Club meeting.

Dave Peterson conducted the meeting attendance drawing. You must be present to win, and the drawing is based on the previous month's attendance roster. In other words, you must be present at two consecutive meetings to qualify. Casey Bush won the \$10 gift certificate. He was not wearing a club T-shirt, so his money was not doubled. Additional drawings were held for tickets to a sneak preview showing of Reign of Fire at the Regal in Virginia Beach. The winners were Warren Oliphant, Harvey Brown, Doug, and Charlie. It was agreed that the next club movie night would be for the opening of The Two Towers in December. Stay tuned for further details. The last Lord of the Rings movie night had 50 people. Tickets will be \$2 for members and \$5 for guests.



Noel More gave the treasurer's report. He said that we have a treasury, and there is money in it. Noel also reminded the members that the game club's annual elections for officers (President, Treasurer, and Scribe) will be held at the October 6 meeting.

Charlie Brown asked that the club consider having an all-nighter in August, possibly on August 31 during the holiday weekend. This will be discussed at the August meeting. The club will need to present this request to Ms. Masako for approval prior to the next meeting. Charlie declared the meeting adjourned. Enio and company began setting up for Mage Knight.

Bridge Over the River Khamita Campaign Report, by David Peterson

In week one of the Bridge Over the River Khamita league the Atlantis Guild was ahead 55% to 45%. Our tournament Champion was Myron Mayer (Frinzo) and our Valor winner was Michael Finney.

In week two the Black Powder Rebels lead by 16% nationally. Our tournament Champion was Randy Dilday (Lizzardman) and our Valor winner was Wayne Higgins (Malaki).

In week three the Atlantis Guild attempted a come-back, leading by only 51% to 49%. Our tournament Champion was Randy Dilday (Lizzardman).

In the final week the Black Powder Rebels demolished the Atlantis Guild, 75% to 25%. The strength of the defensive position in the Gatehouse certainly

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helped. Our tournament Champion was Randy Dilday (Lizzardman) and our Valor winner was Stephen Goddard.

EverQuest Role-Playing Game Preview, by David Peterson

As GenCon approaches, the gaming industry buzz is that EverQuest The Role-Playing Game, White Wolf's d20 port addicting on-line RPG, may be the hottest release of the summer. White Wolf will release the EQ Player's Handbook and Monsters of Norrath rulebooks at GenCon. The DM's Guide will not be out until Christmas. In the meantime, however, I will whet your appetite with a sneak preview of the first adventure module, code named E-1. The final title is not yet known, but a spring release is anticipated.



You are all gamers, so I hardly need to tell you that the d20 version of EverQuest has the usually character stats, including ST, INT, WIS, and so forth. But the EQ rules add several new twists to the d20 system. Character stats for LQ (link quality), BW (bandwidth), and RLS (real life stamina). The RLS score reflects the ability of a character's In Real Life counterpart to sustain long periods of gaming activity without collapsing from lack of sleep. The BW score reflects the responsiveness of your character's network connection; a high BW score gives you a bonus on your saves against such network events as packet corruption, router storms, and outages. Most dreaded of all is a low LQ score. A high LQ indicates that your character uses a T-1 or cable modem for Internet connectivity; lower scores represent 56KB, 28.8KB, or worse! High LQ's give a bonus on LinkDead saves.

You are probably wondering why EQ addicts would put down their mice in favor of traditional pen-and-paper role-playing (or you might have been chatting with White Wolf's marketing department). There are many reasons to try the EQ RPG. Perhaps going down to the gaming hangout for a session will get your family off your back. And doctors say that vitamin D can be absorbed by the skin when you are outdoors. Or perhaps, just maybe, you might miss the company of your old gaming buddies in the midst of the 5,275 other players in your zone. Or perhaps (shudder) your Internet connection is down or (worse) you can't afford the DSL bills any more. In any event, the endless adventures you can have in Norrath's well-worn nooks and crannies await!

I don't want to give too much of the details away about module E-1 because it will spoil your enjoyment of the game. But I think it is only fair to give you a hint so you will be emotionally prepared. According to the back cover, E-1 is an adventure for 3-7 characters of level 20-27. Your group has signed on by appointment on a Saturday afternoon and you are way out in the boonies. You have just entered an unfamiliar zone and there seem to be a good number of hill giants about. No problem for such a well-armed party. A couple characters are bragging the giants are just green giants for them. Then one of the party who had been scouting runs up claiming that he has pulled enough giants for a west coast ball team. They are on you before you know it: more giants than you have seen in one place in a long while! Then it happens: your screen goes black! When you log back on to the server, your entire party is back in Freeport, minus enough gear and loot to fill a bazaar! So, you set out across the newbie zone in a desperate race against time to recover your corpses.

Of course, there are many adventures along the way (or should I say misadventures), but I don't want to give away too much. All told, module E-1 is a race against time where you will match wits with the perils of both Norrath and the Internet, not to mention battling to keep your character's IRL alter ego from falling asleep during the small hours of Sunday morning. There are interesting sub-plot lines, and some memorable characters (watch out for the barbarian who accuses everyone of KS'ing) that will challenge both new EQ RPG players and veteran d20 players. I expect that module E-1 will keep your RPG group on its toes and provide several enjoyable sessions. Look for it at ACE this spring-- or order it on-line at atomic-comics.com if you can't tear yourself away from the screen.

Vampire Civil War Campaign in August, by Randy Dilday

The August "Tales from the Land" Mage Knight campaign is the Vampire Civil War. This will be a four-week series of tournaments where players vow their allegiance to one of the two competing Necropolis factions, following either Ribhan Crag of the Order of Vladd or Rax Coldstone of the Order of Uhlrik. As usual, player will be able to select figures from any faction. Participants in these events will be able to mail-in for a Limited Edition figure of their warlord. And

the outcome of all these sanctioned games world-wide will be used to determine which faction emerges victorious in the Mage Knight story line.

The scenario for week one is "The Temple of Uhlrik." The Order of Vladd attacks the temple to claim the sacred Arm of Jassad. This tournament will be played with Mage Knight Dungeon rules and 100-point heroic teams. Each team must contain at least one figure that has Vampirism somewhere on its combat dial, though it can be either a Dungeons hero or a regular Mage Knight model. Both players seek to locate the artifact from among the treasure chests on the Dungeon board.

The second scenario is "Blood War." The violation of Uhlrik's temple causes the civil war to spread. MK Unlimited rules and normal terrain with artifacts will be used. Players will select 300-point armies, and each force must include at least one model with Vampirism.

The third scenario is "Friendly Fire." The Elemental League, hoping to take advantage of the civil war, launches a major offensive against Necropolis territory. This will be a 300-point battle with MK Unlimited rules. Players must select armies with either at least three Elemental League figures or at least three Necropolis Sect figures. The entire map is considered hindering terrain.

The final scenario is "The Death Pits." By order of the Dark Prophet, the rival factions are ordered to settle their dispute in the death pits under the city of Necropolis. Players will field 200-point teams with at least one warrior that has Vampirism. MK Dungeons rules will be used but the board will be devoid of normal Mage Spawn, artifacts, furniture, and treasure chests. The Mage Spawn counters will represent nasty traps for the unwary. And of course, there are no exit squares, as this is a fight to the death.

Please note that each scenario has additional special rules that have not been described above for the sake of brevity. Are you up to the challenge of the Vampire Civil War?

August Tournament Schedule

HeroClix Mano A Mano (Hand-to-Hand) Tournament
August 2, 6:00/7:00pm
200-point teams, all figures must not have ranged combat capability. Highlander Rules.

HeroClix Team Battle Royale Tournament
August 9, 6:00/7:00pm
400-point teams, all figures must belong to a team with the exception of Sheild, Hydra, Thugs, and Skrulls. Highlander Rules.

HeroClix Head-to-Head Tournament
August 23, 6:00pm
All at once battle royale. Highlander Rules.

HeroClix Head-to-Head Tournament
August 30, 6:00pm
Highlander Rules.

HeroClix Tournaments at ACE III in Denbigh
Saturdays in August, 1:00pm
Prize LE Figures worth \$25-\$40, everyone gets random free figures

Yu-Gi-Oh! CCG League Tournament
Sundays beginning August 4, 1:00-3:00pm
Entry \$5, 40-card deck, optional 15-card side deck

DragonBall Z Tournament
August 5, 3:00-7:00pm
75-card decks, Dragonball victory or life-deck victory, two out of three matches.

Magic The Gathering CCG Tournament
August 4, 1:00pm-5:00pm
Two out of three matches, prizes depending on number of players.

Mage Knight Dungeons "The Temple of Uhlrik"
August 4, 2:00pm

Mage Knight "Blood War"
August 11, 12:00pm

Mage Knight "Friendly Fire"
August 18, 12:00pm

Mage Knight Dungeons "The Death Pits"
August 25, 12:00pm