

ACE Game Club Newsletter

Minutes of the Meeting of February 2, 2003

Game Club President Jim Thorpe called the meeting to order. He noted that Jerry and Noel were not present, so there would be no Treasury report. The Treasurer is probably in Tahiti. Jim decided to get the meeting started anyway.

Jim Destromp conducted the locker review. Those present to pay were Jimbo and Walt. Those not present to pay and in arrears were Charlie, Johnny, Noe, Noel, Jessie, and Eric. Eric was past due since November, and his locker was chock full when it was opened to be cleared out. Danny and Dougie took new lockers. Lockers are available for \$1 per month to members, payable only at club meetings.

Jim Thorpe thanked Greg on behalf of the club for maintaining the calendar. Greg passed out copies of the February calendar.

Jim conducted the calendar review. Mondays are open and available for a new campaign. Tuesdays are Jim's Hackmaster campaign (nobody dies). Wednesdays are the Arena CCG league (averaging 15-20 players) and Dave Saunders' Third Edition D&D campaign. Thursdays are Classic BattleTech run by Lewis Rich (instead of D&D). Fridays are Noel More's Hackmaster campaign, Magic the Gathering CCG, and Luke's D&D/Magic/Yu-Gi-Oh hybrid (be very afraid). Friday Mage Knight is no longer meeting. Saturdays are Arena CCG league, Third Edition D&D, Mechwarrior Dark Age, Warhammer Fantasy Battle run by Jimbo (bring your Chaos cheese with nine attacks Jezzails). Sundays are Yu-Gi-Oh CCG, Mage Knight tournaments, HeroClix, Third Edition D&D, Dragonball Z, and Walt Kassell's Lord of the Rings RPG campaign (maybe its ICE's MERP rules, maybe its Decipher's rules-- you'll have to play to find out).



The Madcat II from Fire for Effect is already a favorite with Mechwarrior Dark Age players.

Luke said that Zane and Michael will be coming to town for spring break, so Warhammer 40,000 will be back on the scene. Enio Lopez was also back, and promised to start running HeroClix tournaments in March. Enio also announced that he would be running a Marquee Pyramid tournament on February 7 at 7:00pm.

Jim Thorpe asked the members if they wanted to do a club movie night for the opening of Daredevil. There was not enough support from the members and not enough time before the February 14 opening to make it happen. The members agreed to consider a movie night in March at the next 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. Scot Alsop won the gift certificate. He was wearing his club T-shirt, so his money was doubled to \$20.

Enio told the members that he expects to receive a demonstration package of the new Mage Knight Dungeons 3-D Tiles product around March 15. He will organize demo games using these materials.

Tracy Johnson explained that he has recruited five players on the Internet for his Fifth Fleet game using the map and magnetic counters on the game room wall. He requested that club members play the U.S. in this game because of the nearly complete intelligence capabilities of the U.S. side. Interested players should contact Tracy.

Jim Thorpe, seeing no further business, adjourned the meeting.

Stray Bullets, by Jim Destromp

The game publishers and distributors are starting to come out of these post-holiday slump. There is a lot to cover, so pay attention!

The hottest news is, of course, Fire for Effect, the new expansion for the Mechwarrior Dark Age system. Fire for Effect is available in \$9.95 booster boxes, each containing two infantry, a vehicle, and a mech. The included rules supplement describes new rules for Mercenary Units, Transport Units, and Artillery Units. Passengers within Transport Units are covered with a cap, and each Artillery Unit comes with a pog to represent the location and effect of a barrage attack. The hottest thing about Fire for Effect, however, is that the quality of sculpting, casting, and painting is up from the original Dark Age series. Players are going nuts over the new units, so check them out before they are sold out!

ACE has acquired a life-sized promotional statue of Anakin Skywalker from The Phantom Menace. All rumors that it is the real Anakin, stuffed and varnished, are strictly false.

Don't miss the new expansion for Marvell HeroClix, Clobberin' Time. It features all members of the Fantastic Four, plus Thor, Sandman, Doctor Doom, Doctor Octopus, the Enchantress, and more! And you've gotta love those Shield Agents!

Decipher has announced that it will publish trading cards-- not CCG cards but real, live trading cards-- for the new Matrix Reloaded and Matrix rEvolutions movies. The first installment will be released May 1. A third series of cards based on the original movie is planned for 2004.

Have you seen the new Daredevil movie yet? Highly recommended. Tell the folks at YRC Cinemas Riverdale Coliseum 12 that Atomic Comics sent ya!

Sabertooth Games and Games Workshop want you to know all about the new War Cry CCG based on Warhammer Fantasy. Sample decks were wrapped with subscription copies of this month's White Dwarf, and plenty of sample decks are available at ACE I to run demo games. You will like the art, so be sure to ask at the counter to see our sample decks. Last year's 40K CCG from Sabertooth was very playable and received four Charlie's at ACEcon, so we are expecting good things from War Cry.

Games Workshop's Codex: Daemonhunters hits the street this month. This 40K supplement details Inquisitor-lead warbands, and also provides rules for using nearly any army as a daemon-controlled "bad guy" force. As an added bonus: the juicy new 40K-scale Inquisitors, Servitors, and Daemonhosts are well-suited for use in 32 mm games of Inquisitor.



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Wizards of the Coast has several interesting releases planned for March and April. Third Edition D&D players should watch out for the Arms and Equipment Guide, Forgotten Realms Races of Faerun, and Fiend Folio. Star Wars players will want the Ultimate Alien Anthology and Coruscant and the Core Worlds (featuring more than 25 worlds in the region of the hub of galactic civilization).



Wizkids is offering the extremely limited edition Aurora-Class Dropship for Mechwarrior Dark Age to registered venues and business owners who attend the feedback session at GAMA in Las Vegas in March. This 21" long monster will not be generally for sale. It features four bays with room for mechs and five turrets with their own combat dials. It is built to scale with Dark Age mechs and will be game-legal.

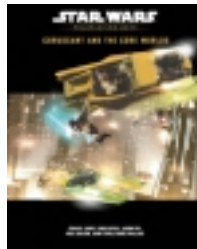
February Mechwarrior Dark Age Campaign Results, by Jim Destromp

February saw continued Mechwarrior Dark Age campaign games on Saturday afternoons. Jim Destromp was the presiding Battlemaster. The February 1 game was won by Frankie Fields. The Fellowship winner was Chris Duffy. The February 8 scenario was won by Frankie Fields, with Chris Duffy winning the Fellowship award. The February 15 scenario was won by Randy Dilday, with Chris Duffy winning the Fellowship award. The February 22 scenario was won by Jason Bland, with Jason Bland winning the Fellowship award. We had some really fun and enjoyable games this month. Congratulations to our winners!

March Mechwarrior Dark Age Tournaments, by Dave Peterson

The March Mechwarrior Dark Age tournaments feature the return of the Steel Wolves to the planet of Achernar. A small Steel Wolves force has been assigned the task of wresting the planet from the Swordsworn's limited garrison force. In "Lady Luck" on March 1, the Steel Wolves landing force immediately clashes with the Swordsworn near the drop zone in a 300-point scenario. In "Predator and Prey" on March 8, the Steel Wolves attempt to run down the Swordsworn before reinforcements arrive using 300-point forces. In "Steel Rain" on March 15, the Steel Wolves use captured artillery on the encamped Swordsworn using 300-point forces. And finally in "Final Stand" on March 22, the Swordsworn must stand up to the Steel Wolves or face total defeat and destruction using 300-point forces.

All tournaments will be played on Saturdays at ACE I starting at 2:00pm. Tournament participants will have the opportunity to win limited edition, named mechs with matching faction pins that are only available to winners of these scenarios. First place and Fellowship prizes will be awarded. All participants will receive certificates to mail-in for their faction's limited edition, named mech and faction pin. Don't miss this exciting barrage of action!



There are just two of the juicy new releases from Wizards of the Coast this month!



Here are a few of the cards from the sample starter decks for the new War Cry CCG from Sabertooth Games.

Coming in March!
One or Even Two Hot ACE Movie Nights!
Stay Tuned for Details!