

ACE Game Club Newsletter

Minutes of the Meeting of June 1, 2003

"Okay everybody we'll get started." Club President Jim Thorpe added, "actually, I'm on time and everyone else was late." Jim asked the members if anyone wanted to bring up anything or start any new campaigns. Enio Lopez said that he will run a demo of the new Wizkids Shadowrun game at 12:00 noon ahead of the July 6 Game Club meeting.

Walt Kassell said that he would like to start a campaign- or game-of-the-week with old or possibly new games. He volunteered board games expert Tracy Johnson to help make this happen. Walt said that D&D campaigning would fall somewhere in between. Tracy admitted to being a collector of multi-player games, and thanked Walt for volunteering him. Tracy said that his current availability for gaming is only twice a month, as he is still a reservist.

Jim Destromp conducted the locker review. Those present to pay were Tony, Walt (2), Jimbo, Becca, Frankie, Noel, and Noe. Those not present and in arrears were Charlie, Johnny, Hurl, and Danny. Their lockers were made available. Lockers are available to members for \$1 per month. Locker fees may only be paid at the monthly meeting. Jim requested that all members review the roster at the front counter. The roster needs to be checked against everyone's membership cards for accuracy.



Liz Nostra of the Spirit Cats is one of the LE mechs you can win in this month's sanctioned Mechwarrior Dark Age tournaments.

Jim Thorpe reviewed the movie schedule and asked the members to vote for movies that the club will attend as a group. Hulk on June 20 received 12 votes in favor and one against. Terminator 3 on July 2 received no votes. The League of Extraordinary Gentlemen on July 11 received 11 votes. Tomb Raider 2 on July 25 received 8 votes. League and Tomb Raider 2 will be discussed at the July club meeting. Seventy-eight club members attended the Matrix 2 movie night.

Jim Thorpe asked for a volunteer to do the monthly calendar. Becca Rich accepted this project.

Jim Destromp reminded the group that everyone needs to support the club by attending meetings and showing up for events. We do not want 40 or 50 people sucking off the group who do not ever show up for meetings. We are having trouble getting much participation during the summer. The club approved prize support for T.J.'s Warhammer 40,000 tournament, but after two months of rescheduling no one showed up to support it. Attendance is low at the Saturday sanctioned Mechwarrior tournaments. The prizes for these games are going for

\$75 to \$100 on eBay. Magic and Yu-Gi-Oh are our only current events that have strong participation.

Jim reported that the store is having trouble with Games Workshop. The vendor has sent out revised contracts to retailers barring them from selling GW products on-line and requiring what products will be displayed. The store is not getting good support from GW, yet their CEO was at Jim's daughter's wedding and is a great guy.

Jim reported that the club was approached by an Outrider about doing a demo after a club meeting. We will try to set this up for July 6.

Tony McVay reported that he has been working on getting no-cost chairs from his Dad. He is waiting to find out when this will happen. After 60 chairs have all broken, new ones need to be purchased. Only Rich's stools have held up.

Jim Thorpe conducted the calendar review. Monday afternoons are Rich's BattleTech campaign. Tuesdays are Jim Destromp's HackMaster. Wednesdays are the Magic CCG Arena league, Noe More's Warhammer 40,000 open gaming, and Dave Saunders' Third Edition D&D campaign. Thursdays are open until July. Fridays are Noel More's HackMaster, Magic CCG, and Noe's Warhammer 40,000 open gaming. Saturdays are the Magic CCG Arena league, Anton's Third Edition D&D campaign, Doug's Yu-Gi-Oh CCG, and Noe's Warhammer 40,000 open gaming. Sundays are Mage Knight and HeroClix with Enio Lopez, Noe's Warhammer 40,000 open gaming, and Doug's Yu-Gi-Oh CCG.

Jim told the members that all gamers under 16 will have a 9:00 pm time limit at the store. Several younger kids want to hang around until midnight screaming at each other and taking advantage of the free baby sitting. Club members need to consistently remove non-members from the club room and from club events. You don't need to be here if you don't have the balls to chase non-members out of the club room.

Becca volunteered Rich to run a BattleTech tournament. The date will be set after the calendar is reviewed.

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. Hunter Hanson won the \$10 gift certificate. He was not wearing his club T-shirt, so his gift certificate was not doubled. A \$7.50 gift certificate was awarded to Jens Knudsen II for calling and e-mailing expired members during the previous month.

Jim Destromp requested that the club review chair prices at the July meeting.

Jim Thorpe, seeing no further business, said "Okay, I guess that will be it for the meeting." The meeting was adjourned.

Stray Bullets, by Dave Peterson

The hottest item to turn up in the mailbox last month is a free booklet, "Dungeons and Dragons Play More," listing v.3.5 changes to the Third Edition core rulebooks. It contains forthcoming changes to the Player's Handbook, Dungeon Master's Guide, Monster Manual, Monster Manual II, Deities and Demigods, Epic Level Handbook, Fiend Folio, and Manual of the Planes. Assessing the changes in 3.5 is like combating fire ants. There's just too many and they are just too small. Much of the changes are reorganizations or reclassifications. The monster damage reduction system changes will probably drive you crazy. Revising the eight core books so that the ELH, Deities, and Planes rules are consistent and integral parts of the PHB/DMG rules will probably be welcome. Stay tuned for details on how you can get into the club's drawing for a complete set of eight v.3.5 core rulebooks.

You will see Wizkids Shadowrun hit the shelves in July. Keep an eye out for the new Indy HeroClix series in August. The discerning Indy reader will want to pick up characters including Witchblade, Judge Dredd, and Hellboy. Look for a completely revised HeroClix rulebook as an added benefit.

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Long-time players will have to decide between the v.3.5 D&D rules or the forthcoming Eighth Edition of Magic the Gathering which one is the largest change to the gaming landscape. The new Magic core set drops Counterspell and, to sweeten the deal, pulls at least one never-before reprinted card from every expansion from Arabian Nights through Scourge into the core set. Eighth Edition will definitely heat up the Magic tournament scene!

From the Just When You Thought It Was Safe to Go Back in the Galaxy Dept: Liao Incursion, the new Mechwarrior Dark Age expansion, will assault stores later in the summer. Rules for regimental abilities join the Dark Age system and the presence of house Liao will make it a kinder, gentler universe.

From the Anime Dept: The Yu Yu Hakusho CCG will arrive in stores in September. But starting in July Hakusho was dropped from Cartoon Network's weekday line-up. Hakusho joins the Saturday Schedule this month, but will the series have joined the Spirit World by the time the CCG ships? Stay tuned!

Mechwarrior Dark Age Tournament Update, by Jim Destromp

February saw continued Mechwarrior Dark Age campaign games on Saturday afternoons. Jim Destromp was the presiding Battlemaster. The June 7 game was won by Ernie Forni. The Fellowship winner was Dan Michaels. The June 14 scenario was won by Frankie Fields, with Matt Forni winning the Fellowship award. The June 21 scenario was won by a non-member, with Andrew winning the Fellowship award. The June 28 scenario was won by Ernie Forni, with Matt Forni winning the Fellowship award. Our hot ticket last month was the Mechwarrior Marquee Tourney on June 29. This event was won by Ernie Forni. Our Marquee Fellowship winner was Matt Forni. We had some really fun and enjoyable games this month. Congratulations to our winners!

Mechwarrior Sanctioned Tournaments in July: The Battle for Tybalt (from Wizkids' web site)

Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the MechWarrior: Dark Age storyline. Each participant, for the cost of shipping and handling, will receive a great new LE figure that represents the commander that player decided to fight for and a special enamel pin that represents the player's chosen side in the campaign. There will also be exclusive LEs for the weekly champion and fellowship winners!

A vision of destiny, revealed in the fires of war on Ruchbah, has led Star Captain Liz Nostra to seek her fate on Tybalt, the heart of Jacob Bannson's corporate empire. She is bent on securing this world in the name of her Clan, and no "rabble" Raiders will stop her.

The Spirit Cats faction will be lead by Star Captain Liz Nostra. Trueborn and Bloodnamed, Liz Nostra of the Nova Cats was at the top of her career just before the HPG network crashed. Having built her entire career around service to the Nova Cat people and The Republic at large, she had racked up an impressive string of victories. The crash of the interstellar communications grid, however, shattered Liz's view of the future, and her failure to see a vision to explain her path on the unseen road ahead left her dismayed and listless. She is resolved that the campaign for Tybalt will be her redemption.

Bannson's Raiders will be lead by Chuck "Tucker" Oles. Chuck Oles is a certified schizophrenic and manic-depressive, and his sporadic switching between his Chuck and "Tucker" personalities in the field tends to confuse his comrades. His consummate skill as a MechWarrior, however, and the ability of both his personalities to lead his men have ensured that he'll always have a place in Bannson's Raiders. In the defense of Tybalt, neither Chuck nor Tucker will hold back.

Week one of July's Campaign will be conducted using the Sealed Box format. Each player builds a 300-point battleforce using figures taken from his or her boosters. Objective: Each player aims to defeat the other player. Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. Time Limit: 60 minutes Preparing the Battlefield: Players prepare the battlefield per the MechWarrior: Dark Age standard rules.

In week two, driven by her vision, Star Captain Nostra makes a blitzing opening assault on the city of Port Duncan on the Bannson's Raiders' nominal capital world of Tybalt. Objective: Each player aims to defeat the other. Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Bannson's Raiders player must have at least one unit from the

Bannson's Raiders faction in his or her battleforce. Time Limit: 60 minutes. Preparing the Battlefield: Players set up the terrain per the battlefield map. No additional terrain is placed. Special Rules: Before the scenario begins, the players determine who will play the Spirit Cats and who will play the Bannson's Raiders. Players represent the same faction throughout all three battles in this Campaign. The Spirit Cats player is the first player.

Treat all terrain template B1 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the abrupt elevated terrain rules for units on top of buildings (see MechWarrior: Dark Age rules, p. 29).

Scenario #3: Shell Game. Having launched several ocean-going freighters loaded with troops from Port Duncan, Liz Nostra immediately had her DropShips hot-drop the balance of her forces into Titania's dense woodlands, near Tybalt's capital city of MacBeth—forming a two-pronged assault designed to keep Bannson's "home guard" guessing.

Captain Nostra sends five cargo ships at the Bannson's Raiders as a diversionary raid. Only two of the ships are loaded with Spirit Cats. Objective: The Bannson's Raiders player aims to eliminate all the Spirit Cat units. The Spirit Cats player aims to have his or her units survive to the end of the scenario. Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must divide his or her battleforce into two groups, each with a maximum total point cost of 150. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Bannson's Raiders player must have at least one unit from the Bannson's Raiders faction in his or her battleforce. Time Limit: 60 minutes. Preparing the Battlefield: Players set up the terrain per the battlefield map. No additional terrain is placed. W2 terrain templates are shallow water terrain; place them 2.5" apart as shown on the battlefield map. The Bannson's Raiders player is the first player. Place a cargo ship in each of the five W2 templates. Use one spare vehicle figure to represent each ship. Click their dials to their starting positions. After the Bannson's Raiders player has deployed all his or her units (including units with Infiltrate), the Spirit Cats player secretly assigns each group to a single ship. Two groups may not be assigned to the same ship. To assign a group, write down the number of the ship a group is in on a piece of paper and place it beneath the corresponding group off the battlefield.

Scenario #4: Night of the Cat. Having followed the King Lear River all the way into the heart of Tybalt while a diversionary force hit Hamlet Beach farther north, Liz Nostra exploded on downtown MacBeth with the balance of her forces, driving straight for the headquarters of Bannson Universal with single-minded fury. Star Captain Nostra is driven by her vision that she'll defeat the two-headed beast, even if it means her own death! In a final grasp for victory, Star Captain Liz Nostra strikes straight at MacBeth, the capital of Tybalt, and the headquarters building of Bannson Universal. If the Cats gain control of the building, they gain the world. But Bannson's troops are known for their own vigilance and loyalty; Nostra's fight will not be easily won.

Objective: Each player aims to defeat the other. Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Bannson's Raiders player must have at least one unit from the Bannson's Raiders faction in his or her battleforce. Time Limit: 60 minutes. Preparing the Battlefield: Players set up the terrain per the battlefield map. No additional terrain is placed. The Bannson's Raiders player places all of his or her forces first, confining them to the area constrained within terrain template B1. Then the Spirit Cats player may place his or her forces in any of the four bordering deployment zones.



Robert Bavros will be available exclusively to participants in this month's Battle for Tybalt tournaments.