

# ACE Game Club Newsletter

## Minutes of the Meeting of October 5, 2003

Club President Jim Thorpe opened the meeting though only a handful of members were present. Jim noted that there was hardly anyone around the day before either. He began the business of the meeting with the locker review. Those present to pay were Jimbo and Jerry, though both were in fact paid up. Those in arrears and not present were Doc, Walt (2), Becca and Rich, Zack, and Greg. Lockers two or more months in arrears were emptied out. Lockers 83, 86, 90, and 95 were open. The club and the store take no responsibility for those items removed from lockers-- or for items not removed from lockers, for that matter.

Dave Peterson showed the members the club's review copies of Decipher's .hack//ENEMY CCG and AEG's Initial D CCG. Dave and reported that he and his kids had enjoyed both games and had reported on them in the October newsletter. He also showed a few figures from the newly released Creepy Freaks collectible miniatures game from WizKids.

Jens Knudsen II reported that his son, Jens III, recently started working at a Games Workshop store. Jens III has been enjoying painting and supporting customers-- sounds like a dream job, doesn't it? Jens II promised to try to get some pictures for a future newsletter.



Are you ready for the ACE Game Club Return of the King movie night? In the meanwhile, check out the new Monty Python and the Holy Grail costumes and helmets, coming to ACE in November!

Jens conducted the membership review. Those expiring in October were Walt Kassell, Dave Saunders, Greg Haney Jr. and Sr., Matt Sackagh, Chris Sackagh, Chris Marshall, and Jake Wheel. Those expired as of September or earlier were Ch. Jenkins, Bob Underwood, Gre, Jason, and Michael Higdon (August), Chaz Schultz, Marion Johnson, Hohn Boggard, Wayne Huggins (July), Brian Torvin, Charles Brown, Daran Oaf, and Francis Lyons (May). The September and earlier group was dropped from the rolls. The club has 110 members on the rolls, including three new memberships.

Jim Destromp opened the floor for nominations for club officers. Those nominated and seconded for President were Hurl, Ray, Noel, Jerry, J.T., Jens II, Danny, and Enio. Hunter was nominated for Treasurer. Those nominated for President at the September meeting were Doug, and others.

Club Scribe Dave Peterson distributed the ballots, cautioned the members about hanging chads, and tallied the votes. Doug received 7 votes, Enio 5, Ray 2, and Jerry 1. Doug most humbly withdrew from the election, and Enio, as the runner up, agreed to take on the job of Club President from October 2003 to October 2004.

Noel More was re-elected to serve as Club Treasurer. He received 13 votes. Dave Peterson was re-elected to serve as Club Scribe. He received 13 votes.

Jim Destromp expressed the thanks of the club to Tracy Johnson for providing 13 new chairs for the game room. This was awesome of Tracy and very much appreciated.

Jim gave the Treasurer's report. There was no progress on selecting a T-shirt vendor to have new club shirts printed. The TV equipment discussed in September will be purchased after the shelf is installed. Jim is still looking for a volunteer to build and install the TV shelf for the game room.

Jim asked Dave if he needed any help from the members on the clean-up or repair of the damage to his house from hurricane Isabel. Dave reported that the tear-out work was mostly done, and that he would let the club know if there was anything to be done as things started to dry out.

Jim reported that Indy Hero Clix from WizKids was in stock. Jim reminded everyone to be on the lookout for Mage Knight 2.0, which will be released in November.



EEK!!! The fearsome beasts of Mage Knight 2.0 are scheduled for release on November 5!

Jim cautioned the members against standing by while non-members play in the game room. Club policy requires that everyone who plays in events in the game room have a current membership. If Magic players, for example, continue to let their buddies slide, the Magic CCG playing in the game room will be shut down. You have to have the grapes to speak to people-- you voted for the policy. Enio said that he will start checking membership cards for his games on Sundays. Jens said that he will post the current membership list on the bulleting board. Jim reminded everyone that all games except tournaments hosted in the game room require memberships.

Seeing no further business, Jim Thorpe declared the meeting adjourned.

## Stray Bullets, by Dave Peterson

Greetings fellow gamers! By the time you read this, there will be scarcely sixty days left in the year 2003. How has it slipped by so quickly? While it has been a rough year in some respects, 2003 has seen some outstanding game releases. I am sure that you are preparing to stuff many of them into your loved ones stockings this holiday season (shameless plug!)

None shall pass! None shall pass, that is, without checking out the new line of Monty Python and the Holy Grail tunics and helmets. ACE has ordered a good quantity of these items, including Arthur's tunic, Bedevere's helmet, and the Black Knight's tunic and helmet, so that you will be able to get your favorite. These are a must for renaissance festivals, game conventions, and all manner of

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costumed events. Also, inquire at the register about purchasing your very own Norwegian Blue parrot, guaranteed to be in the peak of health.



.hack//ENEMY Starter Decks include 6 foils, 60 cards, a rulebook, and a player's mat.

Decipher's much-anticipated .hack//ENEMY CCG has finally shipped. The first installment, Contagion, includes the Black Rose and Kite starter decks and 11-card booster packs. Follow-up sets will be released in February and April. The Contagion set includes characters and monsters from .hack//SIGN and from the four hot PlayStation/2 games. Also, watch for the fall U.S. release of the manga, .hack//Legend of the Twilight Bracelet. Decipher's league scheme for .hack//ENEMY awards special cards when you receive 1000 league points and "level up."

November will see the release of Wizkid's Mage Knight 2.0. If you have not been playing Mage Knight lately, you'll enjoy getting back into the game. Your existing figures are compatible with the 2.0 rules, and the new rules for relics, terrain, and sub-factions, add new challenges and strategies to the game. Watch for some lively MK20 tournaments to add more mayhem and fun to this release.

Our fringe role players (you know who you are) will want to know about two new releases. The first is BESM: Space Opera from Guardians of Order. This is a space-faring action and romance sourcebook for the BESM Anime role playing system. The second is the Silhouette CORE Rules hardback from Dream Pod 9. This is DP9's third re-vamping (should that be re-re-release?) of its RPG systems. The CORE rulebook provides the rules for the Heavy Gear, Jovian Chronicles, Gear Krieg, Tribe 8, and Core Command settings. Each setting will be re-released as a "Player's Handbook." What more could you ask for, right? Well, the CORE rulebook and the forthcoming PHB's are all dual-statted for d20 (Open Gaming License). Maximize your mayhem!

This month the forges of Mordor will offer up a new terror to plague Middle Earth. No, it is not GW's new Return of the King boxed set (though it is coming out as well). Sabretooth Games, publishers of CCG versions of both Warhammer and Warhammer 40,000, is releasing The Lord of the Rings Tradable Miniatures Game (LotR TMG). Tremble, faithful members of the fellowship! The game consists of \$19.95 two-player starters and \$9.95 boosters. The figures are pre-painted, 40mm-scale and have hex-shaped bases with tiny levers to register damage during the game. Interestingly, the press release says the line includes "over 120 different exquisite model variations crafted by some of the premiere sculptors in the industry." Is this a way of saying that Games Workshop did the designs? The molds from the GW metal Lord of the Rings lines cannot be used for plastic, and they are for 25mm scale, but there may still be a connection. Who knows? The starters include a two-sided hex map, eight figures, dice, rule book, and reference card.



## Sample cards from Fleeer's Ophidian 2350 CCG.

Fleeer sent us a nice press kit on their new collectible card game, Ophidian 2350. The setting is a cyber punk milieu. Six major disciplines are featured in the game.



The cover art from Ophidian 2350. This new release received a nice write-up in Scrvé.

Speaking of unlikely combinations, would you believe White Wolf's Swords & Sorcery division is releasing TSR's classic RPG, Gamma World? The first titles, the Gamma World Player's Handbook and Mutants and Machines (yes, its a monster manual) will be out by November. Out of the Vaults, a collection of weapons and techno-gadgets, should ship in December. Gamma World uses the d20 Modern rulebook. If you remember the original Gamma World setting where hard radiation has wrought terrible changes on the world, you will note updates for the 21st Century. Now the world has been altered by ultra-tech, including nano-technology and not-so-benevolent AI's.

## Games Workshop Fanatic Magazines Bite the Dust, by Dave Peterson

Yes, you read the title correctly. Games Workshop is discontinuing publication of all the Fanatic or "Specialist" game magazines. This includes BattleFleet Gothic, Inquisitor, Mordheim, Warmaster, and Necromunda magazines. I'll let GW Spin-meister Jervis Johnson give you the rest of the story, from his e-mail of October 24:

To coin an old phrase, I have bad news and good news. In fact I think I have very good news that you will like, but first, the bad news. I regret to have to tell you that very shortly we will cease production of the specialist game magazine you subscribe to. I feel I should quote from 'The Hitch Hiker's Guide to the Galaxy' at this point and say loudly "Don't Panic!" We are not canceling the magazines due to falling sales, or because support for specialist games range is coming to an end. Quite the reverse - the increasing popularity of the specialist games range has given us the opportunity to vastly improve the quality of the specialist games magazines that we publish, by going from small black & white magazines for each game system to a single full-colour magazine covering all of the specialist games range in one place!

What this means is that the specialist games and published support for the specialist games range is not going to go away - in fact it's going to get a lot better. For a while now we have been wanting to improve the format of the magazines we produce to support the specialist games range and so, rather than the small black & white magazines that we currently publish, we are going to switch format to a single full-colour magazine with at least ninety-six large 'White Dwarf sized' pages per issue! The new publication has been christened Fanatic magazine, and every issue will contain material for each and every one of the specialist games supported by the Fanatic design studio. The first issue of Fanatic magazine will be going on sale in the United Kingdom in May.

So there you have it. Watch for the first issue of Fanatic magazine to appear in the U.S. next summer. Maybe they should rename it Citadel Journal, just for kicks. The final issues of the current Fanatic line-up will be: Blood Bowl Magazine 12, Battlefleet Gothic Magazine 19, Exterminatus Magazine 10, Necromunda Magazine Volume 2 Issue 3, Town Cryer Magazine 29, and Warmaster Magazine 21.

## Marscon 2004 on January 23-25, by Dave Peterson

Don't forget to mark your calendar for Marscon 2004, January 23-25, in Williamsburg. The whole zany crew will be there for a relax-a-con weekend of gaming and other goodies. The Con hotel is the Clarion Hotel, formerly Ramada Inn Historic, formerly The George Washington Inn, at 500 Merimac Trail. The Marscon room rate is \$56 per night. Weekend admission is \$20 if you pre-register by January 1. Complete details can be obtained at <http://www.marscon.net/>.