

ACE Game Club Newsletter

Minutes of the Meeting of January 4, 2003

Enio Lopez, our Club President, called the meeting to order. He asked anyone whose name was not on the membership roster to clear out, and pointed out there did not appear to be enough members present to seriously consider having an all-nighter in January.

Jim Destromp said that he hoped to get the roofer to ACE this week. There were so many leaks and buckets and trashcans set around the store that its getting ridiculous. He said that he expects to see Jens for the meeting with a fresh roster, as they had talked during the week.

Jim conducted the calendar review. Mondays are Chris Bartlett's Vampire campaign (White Wolf Third Edition Modern including Necrophage). Tuesdays are Jim Destromp's Hackmaster campaign. Wednesdays are Dave Saunders' Third Edition D&D Campaign. Thursdays are Jim's BattleTech classic, 6:00-9:00 PM (last week was pretty fun). A club movie night may start in the near future on Thursdays if the equipment ever turns up. Fridays are Noel More's Hackmaster campaign and Magic the Gathering. No 40K is active at the moment. Saturdays are Yu-Gi-Oh CCG and Anton Kronoff's Industrial Steampunk d20 campaign, 1:00-4:30 PM. Tracy's board games will run on the Sunday afternoons when the RPG players don't show.



Those wild and crazy guys from the ACE Game Club take in the sites at Marscon 2004 in Williamsburg.

Enio suggested that the club needed a new calendar person, as no monthly calendar has been done for several months. Anton Kronoff volunteered to do the calendar. Dave Peterson agreed to forward the information for the calendar to Anton via e-mail.

Jim conducted the locker review. Those present to pay were Daniel Burns, Frankie, and Doug (four months in arrears). There are open lockers if anyone would like one. Lockers may be rented for \$1 per month; the rental fee can only be paid at club meetings.

Jens Knudsen arrived and conducted the membership review. Those due in November were C. Docrick, Zane, Damon Jessup, Anton Kronoff (paid), Don Phol, Danno Whitmore, Chris Janger (plans to renew), Sid, Jeremy Steadman (may be due), Alex Mannis, Enio (searches for card... pays), Brian Bray, Archie Seper, Chris Deballa (Noel's Friday night game), Tony McVay (paid), Rich and Becca Rich, William Allan, Gregory Olton, Davis and Patrick Ketterly (now in California), Road Rufus, Daniel, Damon Anderman, Matt Yates, and Adam. There are approximately 108 current members. Anton added that the D&D players will resurface, having gotten clear of their December finals.

Anton accepted the task of producing the monthly club calendar. He suggested that the renewals that are due be added to the bottom of the calendar each month. Anton also mentioned that he has been busy not only with finals but also with six pages of comic art that will be published by Darkhorse in the near future.

Jim determined that the meeting attendance of nineteen was sufficient to run an all-nighter on January 17, provided all participants agreed to shower after 7:00 AM on the event day. This will be a participating members only event. Events for the all-nighter were organized and put on the white board. Jim will run BattleTech at 9:00 PM; Jim, Mike, Enio, Anton, Matt, Chris, J.M., Dan, and Frankie signed up. Tracy Johnson will run Double-Blind Axis and Allies at 9:00 PM; Tracy, Chris, A.K, and Bill H. signed up. Enio will start HeroClix at 12:30 AM; Enio, Mike, Zack, Frankie, Tim, Nick, and Brandon Hall signed up. Chris Bartlett will run the Vampire RPG at 12:30 AM; Chris, Anton, Matt, J.M., and Nick signed up. Magic the Gathering was announced for the all-nighter, but received no sign-ups at this time. Dougie promised to organize equipment for Halo. Food will be BYO, and so will roach powder (but bring a minimum of +3 roach powder). No one will be allowed to hang around all night; anyone in the building had better be signed up for events.

Jim agreed to get a February movie list. Game anufacturer Decipher's rep did not show up for the club meeting as planned to do demos of .hack//ENEMY and the new Lord of the Rings releases. Jim said that ACE will be a venue for Lord of the Rings CCG and RPG play, but the schedule was not determined yet. Jess Gomez will gamemaster. Jim added that the movie system for Thursday nights is still in the works.

Anton said that we would like to organize a playtest group for the forthcoming Call of Cthulhu CCG.

CB said that the Monday night Vampire RPG campaign has slots open. Interested players should show up at 5:00 PM; new players and newbies are welcome.

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. Lynn Bartch won the gift certificate. She was wearing her ACE game club shirt, so her money was doubled to \$20.

Enio said that he is on the lookout for Marvel's new CCG, featuring the X-men and Spiderman. He said that Upper Deck has been swiping developers from Wizards of f the Coast. A big release in conjunction with the release of Spiderman 2 this summer is planned. Otherwise, Enio said, that is pretty much it for the meeting. The meeting was declared adjourned.



Dan Conley's sprawling Quickfire 2 table was one of the highlights of Marscon.

Marscon 2004 Report, by David Peterson

It seemed like the dust of the holidays had not quite settled when it was time for January's other traditional festival, Marscon, on the 23, 24, and 25. I have been going to Marscon for longer than I can remember (literally), and look forward to it as an annual relax-a-con, filled with gaming, anime, and the chance to catch up with friends. In addition, this year was special for me because it was my son Ian's first time to stay for the full weekend.

ACE Game Club Newsletter - February 2004

Marscon 2004 was held at the Clarion Historic hotel again this year. Last year the hotel apologized for being under renovation and new management. This year the place seemed dingier, smokier, and more torn up than ever. On the plus side, however, the Con had the additional programming space of a large ballroom for the dealers' room and had separate rooms for card and other forms of gaming. This made the gaming environment, at least, more pleasant for everyone.

Ian and I had a great weekend. This was mostly due to Decipher's rep putting on a really great all-weekend card festival. We played a Lord of the Rings sealed deck tournament on Friday night, a Saturday morning .hack//ENEMY sealed deck, a Saturday night .hack//ENEMY constructed deck, and a .hack//ENEMY booster draft on Sunday morning. We also got in on a demo of Decipher's Beyblade CCG. Dot Hack makes for great, fast-paced tournament play, and we had a great time with it (and picked up lots of cards).



Former club President Mike Clancy takes a break from the VALOR table to show off the latest addition of the family.

Meanwhile in the large gaming room many wondrous sites unfolded. About half the room was filled with avid RPG-players in events mostly run by Magma Gamers. These included Call of Cthulhu, Project World Guard, Traveller Tales, Living Spycraft, Living Dragonstar, and Living Greyhawk. A number of Mechwarrior Dark Age events were run by Wizkids outriders, and an interesting demo of Warmachine, a new Steampunk Mech game, was run by Patrick VanDerKamp.

Ian's favorite event of the weekend was the Visible Dungeon. These guys have been coming to Marscon even longer than I have. The Visible Dungeon is a complete, 10x4 Dungeons and Dragons table with everything represented by miniatures. There was a dungeon level, and cavern full of mushrooms, and an expanse of rolling countryside with towers, temples, grottos, and of course many, many monsters and much mayhem. At one point Ian's party rescued a giant, talking hamster from the torture chamber. It said its name was Hamtaro. This was Ian's first exposure to original D&D, and he liked it so much that I knew right where to look for him whenever he disappeared. He learned some basic D&D lessons during the weekend. At one point his party opened a dungeon door and spotted a treasure chest on the other side of the room. Before anyone could say a word, Ian rushed into the room and went for the chest. His third-level character took seven dice of damage from a massive fireball blast from the chest. The other members of the party called dibs on his possessions.

By far, the most amazing site in the game room was Dan Conley's Quickfire 2 table. Quickfire is a 1/300 scale (a.k.a. Microarmor scale) universal science fiction miniatures system. The 2004 Quickfire events had the players cooperating to liberate an alien artifact from a mysterious cityscape. In order to get to the city, the players had to cross a desert landscape in huge landships, and then dismount and cross a forbidding, broken area of jungle and marsh. The table, Dan's largest yet, was to die for. The terrain was fabulously detailed and the table had lights and strange, pulsating florescent glows. The scenario was just as cool as the table, with surprises around every corner.

With all this fabulous gaming going on, it was tough to get to the rest of the con programming. The Friday night theme party was "Gother Than Thou." I caught snatches of anime in the anime room. They ran Rocky Horror at midnight Saturday. I enjoyed meeting authors Tee Morris and Tony Ruggario in the dealer's room. The Saturday night entertainment, featuring folk by Robin Welch and Brian Forsman, sci-fi comedy sketches by Luna-C, and folk by Women of Whimsy, rounded off a great day. Luna-C added to their bag of

tricks this year with videos in between some of the sketches. The talent of all the groups was much appreciated and received a warm reception.

I am pleased to say that I saw several esteemed members of the ACE Game club enjoying Marscon. Next year I hope more will turn out. It was a great weekend and a nice getaway.



Ian Peterson and his party run into trouble in the Visible Dungeon at Marscon.

Con Calendar

- Katsucon Ten. Two cultures, one convention. February 13-15, Arlington, VA. <http://www.katsucon.org>.
- VALOR. The Virginia Live Action Roleplaying organization. April 16-18, Pocahontas State Park, Virginia. <http://www.duchyofblackstone.com>.
- Stellarcon 28. March 19-21, High Point, NC. <http://www.stellarcon.org>.
- Cult TV Expo BattleStar Galactica. March 20-21, Chicago, IL. <http://www.dg-promotions.5u.com/galactica.htm>.
- WHFC Animania 2004. May 8, Bel Air, MD. \$5 at the door.
- Baltimore Gamesday 2004. May 22-23, Baltimore, MD. <http://gamesday.us.games-workshop.com>.
- Anime Mid-Atlantic 4. May 28-30, Richmond, VA. <http://www.animemidatlantic.com>.
- Balticon 38. The Maryland Regional Science Fiction and Fantasy Convention. May 28-31, Baltimore, MD. <http://www.balticon.org>.
- Origins International Game Expo 2004. The Game Industry's North American Showcase. June 24-27, Columbus, OH. <http://www.originsgames.com>.
- Escapade 2004. A Farscape Fan Party in the tradition of Scaper Con. June 25-27, Boston, MA. <http://www.escapadeboston.com>.
- Shore Leave 26. A fan run science fiction convention presented by STAT. July 9-11, Baltimore, MD. <http://www.shore-leave.com>.
- Trinoc Con. The Triangle's premier speculative fiction conference. July 23-25, Durham, NC. <http://www.trinoc-con.org>.
- Gen Con Indy. The Best Four Days in Gaming. August 19-22, Indianapolis, IN. <http://www.gencon.com>.
- Noreascon 4. 62nd World Science Fiction Convention. September 2-6, Boston, MA. <http://www.noreascon.org>.
- GameFest Richmond. Adventure Gaming Convention. September 17-19, Richmond, Virginia. <http://www.gamefestseries.com>.
- Neko Con 7. Early pre-reg by 6/23; pre-reg by 10/20. November 5-7, Chesapeake, VA. <http://www.nekocon.com>.
- MACE. November 12-14, High Point, NC. <http://justusproductions.com>.
- Darkover Grand Council Meeting XXVII. November 26-28. Timonium, MD. <http://darkovercon.com>.