

ACE Game Club Newsletter

December 1996

Business Conducted at the November 3rd Meeting

Purchase of Heater

Michael Menard opened the meeting with a recommendation to get a heater for the Mercury Blvd ACE gaming room with club funds. Jim D. required that the heater not use fluids of any type for fuel. Frankie offered possible use of an unused heater from his workplace. In the event that this unit does not turn out to be available, the club voted 17-0 in favor of spending up to \$30 for an electric heater.

Loan of Buildings

Denbigh store manager Shelley wants demonstration games to be run at an upcoming sale on Nov 16th. The Denbigh store has suitable terrain except for buildings. Michael recommended that we loan the black buildings, the Fire Base, and the Bastion to Denbigh for the sale (a sale is also scheduled for the Kiln Creek store two weeks later). Club members voted 17-0 in favor.

Funding of Terrain Materials and D&D Accessories

Michael recommended to the club that money be spent to purchase a large sheet of 2" foam for making terrain ("level two" hills in BattleTech). According to Jim D. the cost will be about \$60 for a 4' x 8' sheet. A 10' x 8' sheet of 1 3/4" blue foam could be used if the 2" thickness is not available. Frankie volunteered to investigate the availability of, buy, and help make terrain out of the 2" foam. As it was understood to be a special-order item, Frankie was nominated by the group to contact Jim Morris about piggy-backing on a larger order. According to Leo the Norfolk HQ store on Military Highway is the place to order. Club members voted 17-0 in favor of authorizing Frankie to spend up to \$80 on foam.

Jim D. pointed out during the foam discussion that many club members that play only D&D would like to see some club funds spent to enhance their gaming. Michael also mentioned hearing negative feedback from D&D people about club spending. He said that he has asked them what they want to buy, but doesn't know what they have decided to do. (The D&D players in question were not present for the meeting.) Michael suggested that Carlos, Jeff, and the other D&D players select a person to take responsibility for making the D&D purchase. This D&D representative should be identified to Michael Menard via phone during the next month. Club members voted 17-0 in favor of spending up to \$50 from club funds for accessories to be used by D&D role players.

Michael asked the group for suggestions about the purchase of additional terrain-making materials. He said that he can provide white glue from a gallon jug of Elmer's glue that he has at home. Michael recommended the purchase of a quart of flat black and a quart of flat gray acrylic house paint. As an experienced figure painter and terrain builder, he recommended water-based acrylic paint for use on foam. The purchase of flocking was also recommended; it was thought to be available at Hungates, Gamer's Guild, and Paul's in Norfolk. Mike Clancy recommended the purchase of lichen for soft cover (bushes or undergrowth in Warhammer 40,000). The purchase of lichen was added to Frankie's shopping list, as Frankie was interested in having it for the Denbigh "Eye of Terror" demonstration game. David asked him to type up a battle report for the next club

17 Warhammer 40,000 Tournament.
2000 point armies.

newsletter. James volunteered to help Frankie to make terrain.

Other Business

A recommendation to acquire a pencil sharpener was made. Pat was nominated to bring a pencil sharpener.

Jim D. said that he would like to see another Necromunda campaign started by the group, and perhaps a Warhammer 40,000 campaign or league. He also gave Dave Peterson two thumbs up for doing a great job with the club newsletter.

Michael Menard nominated Mike Clancy to mail post cards for the next club meeting.

The next club meeting will be held at the Hampton ACE store on December 8th at 1:00pm.

ACE Game Club Events

November

- 2 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 3 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 3 ACE Game Club Meeting, 100pm (be there!!)
- 7 Jim D's D&D Campaign, 900pm - midnight
- 8-10 **Sci-Con 18**, Holiday Inn Executive Center Virginia Beach, registration \$30 at door. The biggest local gaming event of the year--don't miss out!
- 9 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
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- 17 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 21 Jim D's D&D Campaign, 900pm - midnight

23 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)

24 BattleTech Tournament, 100pm-close (Michael Menard GM). 3055 or older Inner Sphere mechs, 75 tons or less. Cash prize and a poster will be awarded! Official certificates for 1st, 2nd, and 3rd place.

24 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)

28 Thanksgiving. Go home and play D&D with your family, or challenge Grandma to a quick round of Warhammer Fantasy!

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BattleTech Tournament Results

Many true Clan heroes vied for the honorable Bloodname of Munchkin in the latest BTECH Tournament on October 13th. Fifteen Mech Warriors mounted up and fought to the finish in a battle which saw dishonor and heroics go hand in hand. The combatants and how they fared:

Mike Clancy's Ryoken C and Jim D.'s Blackhawk A paired off in a running gun battle around the main center hill, with both pilots trying to achieve partial cover. Unfortunately, when fighting Clans with their better weapons and gunnery, partial cover usually results in many dead mechs from head shots. While Jim received 2 smacks to the ol' noggin, Mike was vaporized when an ERPPC shaved him "a little to close." First kill to Jim and the contest was underway.

On the other side of the board, honor tried to stay in tact as Calvin, in another Blackhawk A traded blows with Rich in another Ryoken C. While concentrating on each other, Rich turned his back to Danny's Ryoken Prime. A brief flash of the warning light told Rich that a range finder was painting his mech. Next thing he knew his mech was attempting to eject him while the remnants of his head melted down into slag. A below of rage erupted from Calvin and was heard across the com link. "How dare you infringe on my rights to the kill!" ripped across the open airways. Calvin advanced upon the dishonorable Mechwarrior Danny, but to no avail. Calvin's mech shut down when a ER Large Laser dissolved the intricate workings of his center torso. As his ejection seat fired, the communication lines once again burned with the fiery words - I WILL BE AVENGED!

While this battle raged, J.J. in his Ryoken Prime had made a grand tour of the battlefield. Almost from the opening shot, Nate, in his Ryoken B chased J.J. in a circle of death, blasting away with AC20's and assorted Lasers. J.J. unfortunately had not paid heed to the willingness of Danny to fire at already honorably engaged mechs. Firing off a futile volley at Danny, J.J. was in turn blasted into a smoldering wreck by two ER Large and 3 ER Med Lasers. A third kill was nailed upon the wall for Danny. He did not survive to see the silhouette painted on his mech, though. After the death of his honorable prey, Nate unleashed the horror that is the AC20 Ultra. Another mech's ejection seat blasted its pilot high into the air. With only minor scratches, Danny will live to fight again another day. But now there is a price on his head.

Another party advanced into the battle about this time. Dennis, in the third of the Ryoken C's, started the game in a desperate battle with Chris in a Blackhawk A. Chris was forced to eject after losing both arms. Dennis on the other hand (pun intended) had also lost an arm - the one with the ERPPC. Moving across the battlefield, Dennis looked for a worthy opponent. The dishonorable Danny appeared to fill the bill nicely. Unfortunately, Danny died to quickly leaving the AC20 monster staring Dennis in the face. A fierce, bloody, and quick battle ensued with Dennis receiving and giving multiple hits. In the end, the damage from previous exchanges proved to much and Dennis was forced to eject. Two kills for Nate, who wanted some more. Nate turned around to find Rob in

his Blackhawk Prime staring him in the face. The air erupted into a wave of heat as laser after laser pounded the Ryoken. The "click, click" sounds of an empty auto-canon drifted across the battlefield as Nate's mech fell.

After the initial decapitation of Mike C., Jim attempted to close with any unengaged mech. Jimbo, in the most unusual of choices - a Dasher D - had sped quietly around the board, avoiding combat as much as possible. Jimbo's tactic of hit and run would have worked well, if he had not taken a previous center torso hit. On a mech so small, anything bigger than a machine gun has the potential for critical damage. Jimbo advanced on Jim, to try and steal a shot at the bigger Blackhawk's rear. A sick feeling swept over Jimbo as he realized his mistake. The huge arms of the Blackhawk A rotated around to fire in the rear arc, which was where Jimbo stood. A blast from a Med Pulse Laser was enough to finish the nimble but light Dasher. Daylight shown where once a center torso (front and rear) protected a beating mechs heart. Second kill for Jim.

The mechs of Mike D. and Jerry fought and died sometime around the passing of the Dasher. With these mechs down, only 4 mechs remained. The voice of the Lore Master rang out, "The mechs shall pair off into honorable combat. The two that remain will fight. The winner shall be crowned Munchkin." The pairings were based on previous engaged battles. Jim and Rob were paired to fight each other. This was decided because, Mike M. in the lone Dragonfly had been locked up in battle with Carl, in a Blackhawk A. The battle had been rudely interrupted and was only now able to resume. The final battles to the death saw Jim's Blackhawk A trade ERPPCs for ER Med Laser with Rob. A long and grueling exchanged raged from one end of the battlefield to the other. In the end Jim was able to outlast the deadly, but shorter ranged Blackhawk Prime. Carl's Blackhawk pursued the lighter but faster Dragonfly to the center of the arena. Neither mech was able to get a clean shot as first one then the other of the mechs launched themselves high into the air. Shots at the most extreme of odds, vaporized air and dug huge trenches in the ground. Finally Carl was able to get close to the Dragonfly and peeled armor of both the legs and arms of the lighter mech. It appeared that the Dragonfly's days were number when the heat from the furious firings started to take its toll on the heavier mech. The Blackhawk retreated to allow time to cool off. This was the break the Dragonfly needed. Staying at extreme range, blast after blast of ERPPC fire blazed past the Blackhawk. The range and speed of the lighter mech prevented a clean lock for return fire. Finally a lucky shot struck home and the Blackhawk's right torso dissolved into useless junk. Heat boiled into the cockpit as Carl tried to regain the upper hand. The Blackhawk advanced on the lighter mech in a last desperate attempt to immobilize it. A final blast from the Dragonfly's ERPPC and the Blackhawk shut down with a burned out engine.

Now there were two. Jim in a badly damaged (minus an arm) Blackhawk A and Mike in a badly damaged Dragonfly. The previous engagements had left the last two combatants at opposite corners of the field. With yells of defiance, the two warriors charged their steeds towards each other. It only took one volley from the Dragonfly, and the heavier mech fell with a smoking chest cavity. And the battle was over. Mike M. had survived the conflict. In a moving ceremony, he proudly accepted the Bloodname Munchkin to bear with honor and pride.

BattleTech Trading Card Game

Wizards of the Coast, publishers of Magic The Gathering, will release a new card game based on BattleTech in November. The game represents two armies using Mechs and support facilities to wage war in the 31st century. Starter decks of 60 cards will be \$9.95; booster packs will be \$2.95.