

# ACE Game Club Newsletter

January 1997

## Minutes of the Dec 8 1996 Meeting

Frankie was unable to schedule a shopping trip for the materials discussed at last month's meeting, so no foam for scenery was bought yet.

Some buildings were reported to still be in Denbigh.

Marscon was recommended as a good weekend for gaming by Mike Menard. He said that it was well worth going.

A Battletech tournament will be run by Calvin next weekend. The scenario will be called "Calvinball." Players should be advised that the GM may modify the rules as he sees fit. Mike reported that the previous tournament had 25 players and awarded a \$50 gift certificate to the winner.

The D&D players did not nominate a representative to spend the money that the club assigned at the previous meeting. Will reported that Jeff has moved his D&D campaign to his house due to over-crowding in the game room. He picks people up from the store to play.

Will said that no one has followed up with him about the coffee fund. He recommended that the coffee fund-raising idea be dropped in favor of informally dropping money in a pot to cover coffee. Will did not think that coffee will be a money-maker for the club. Mike recommended putting coffee on the back burner.

Mike Menard reported that he is being reassigned from Ft Monroe to Ft Eustis, and so he will be unable to drop by ACE I during lunch to attend to business as he has been in the past. He asked members to call him if anything needs his attention.

The club bought a heater as was discussed at the November meeting. Members can use it (at ACE I) by checking it out from the front counter. It must be returned before the user leaves. Members are asked to be extremely careful around it, especially with player characters and other papers. Try to keep heater use under control, or it will drive up the store's electric bills!

James volunteered to start a Necromunda campaign. He will provide paperwork and materials. His intention Rusty informed the group that he was resigning his position as ACE I store overseer. He said that he agreed to take the position because he was promised backup, and that he did not get any so he wanted out. Rusty said that Mike Morrison was his only helper for

was to start in January. He said that he has lots of interesting house rules planned, and hopes that it will be better organized than the last Necro campaign. No games will be allowed to be played outside of the ACE stores. Dave asked that reports be turned in for inclusion in the newsletter.

It was anticipated that the planned Necromunda and Warhammer 40,000 campaigns will generate lots of gaming. With current gaming levels, more tables, and rearranging furniture, the space at ACE I has gotten smaller. The group issued an apology for to D&D players who felt that they had been pushed out by noise and space problems. Mike recommended that games be scheduled so that congestion is less of a problem in the future.

Lonnie said that he has War Zone materials and is trying to get geared up to play. His schedule is currently tight, but he asked people to get in touch with him if they are interested in playing.

James said that "little kids" were in the game room "pawing" through members' and club materials and models. They were removed by Jim D., but members were asked to be careful about leaving their gaming materials unattended in the game room, and use the lockers if necessary. Lonnie mentioned that not all of the new keys fit the locks. Be sure to contact him if your locker money is due.

Lonnie reported that the club's current total is \$527.72. He asked for ideas on both making and spending club money. Though some people at the meeting wanted to express their gratitude for playing space by painting and redecorating, it was reported that Jim D. was not interested.

Mike Menard apologized for the lack of a war report from the last Battletech tournament. He promised to turn in one for the next tournament that he runs. Dave asked members to give him notes on the happenings in their games so that they could appear in the newsletter. The stories and general craziness would make the newsletter much more fun. Dave hoped that stories from the Necro campaign would be available for the February issue. Some stories from the last Necro tournament were shared.

the Anniversary sale. Rusty said that he was not willing to stick around under these circumstances. Mike Menard said that he was sorry that he felt that way, and that the group was grateful for the effort that Rusty had put in. Mike agreed that the overseer's job--to initiate

activities at the store--was thankless and generally unsupported by the members. He noted that Mike Clancy mailed 90 postcards for today's meeting, and 15 people showed up. Neither the GM for the new 40K tournament nor any of the other store overseers were present. Rusty said that the D&D and RPG players were starting to feeling like unwanted factions, and had stopped attending for this reason. Mike said that such factionalism would end up costing the store money in lost sales, and recommended that things try to be patched up.

Mike Menard said that such problems are part of any organization, and that the game club clearly suffers from having many unmotivated members with low energy or busy schedules. Lonnie recommended that recruits for store sale activities be established well in advance. Mike said that the overseer is supposed to be a facilitator, not a one-man band, for club activities.

Chris and Tim (new members at their first meeting) said that they were not really sure what the club was for. Mike responded that the club had had many problems in the past, but that elections had been held in October and that the membership was almost 100 now. Chris suggested that only active members be able to get their discount. Dave recommended that inactive people be attracted to meetings by demonstration games, such as an intro to the Battletech card game. He tried to recruit Lonnie to demo War Zone at the next meeting, but Lonnie did not think he could do it. Mike Menard agreed to run an introductory Battletech game for new players at the end of the next meeting. Rusty suggested that no other game events be permitted on meeting days, to encourage people to come to the meetings. Lonnie agreed to run War Zone after the February meeting. Necromunda (Lord of the Spire), Warhammer Fantasy, Warhammer Quest, Battletech, and War Zone were all suggested as attractive games for demonstrations. Wade Cutrell agreed to run Lord of the Spires and William Hall said he would run Rifts some time in the future.

Will passed the hat to get some additional funds for the club. Mike Menard pointed out that their is no obligation to donate when the hat is passed.

Mike Menard said a big "thanks" to Mike Clancy for getting the meeting post cards out. The next club meeting will be Sunday, January 19th, at 1:00pm.

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## ACE Game Club Events

### January

- 2 Jim D's D&D Campaign, 900pm - midnight
- 4 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 5 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)

- 9 Jim D's D&D Campaign, 900pm - midnight
- 11 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 12 Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 16 Jim D's D&D Campaign, 900pm - midnight
- 18 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 19 ACE Game Club Meeting (be there!)  
Featuring introduction to Battletech by Michael Menard.
- 23 Jim D's D&D Campaign, 900pm - midnight
- 25 Jeff's First Edition AD&D Campaign, 1200n-500pm (Jeff Wingu)
- 26 Super Bowl Sunday. Forgotten Realms Campaign, 1200n-500pm (Carlos Ramos GM)
- 30 Jim D's D&D Campaign, 900pm - midnight

### February

14-16 **Constitution 5.** Weekend con events including RPGA events with new Living City scenarios, more role playing than you can shake a stick at, *Duelist*-sanctioned Magic, annual game auction, tons of collectible card games, the Return of the Return of the Continuous Intermittent Clay-O-Rama Battlepit of Death! Call (301)608-0744 for info. Quality Hotel, Arlington, VA. Ph (703)524-4000 for rooms.

15 **Dominion 3:** The ODU Science Fiction and Fantasy Club's annual Con. Events include Anime, Necromunda, Battletech, GURPS, Vampire, and open gaming. Webb Center, ODU, 9:00am - 9:00pm. \$5.00 non-student, \$3.00 student. Call 440-9397 for info.

### Fill this space!!!

If your ACE Game Club event, campaign, tournament, or LARP is not listed in this issue of the Club Newsletter, *what are you waiting for?!!?* Contact club scribe Dave Peterson at 868-6344 and get the word out on your event. The Newsletter also wants write-ups and stories from your campaigns and tournaments.