

ACE Game Club Newsletter

June 1997

Minutes of the May 4th Meeting

Michael Menard called the meeting to order. He began by following up with Wade regarding the Plexiglas for D&D games. Wade reported that he had checked on the Plexiglas, and that it would be \$30 to \$35. The club agreed to fund this by a voice vote.

Michael reported that there had been a large turn-out for the last BattleTech tournament. He said that he had a leg shot off and ended up immolating himself. No one got the beacon out of the caves, but the combat was fierce and brutal. Four or five assault mechs ended up dead in the same hex! Mike Clancy made a head-shot (way to go Mike!) instead of receiving one this time around.

Regarding the ceiling fan, Mike Clancy did not have any new news as he had not been in contact with his potential donor. Michael suggested that the club have the fan professionally installed to avoid electrical problems in the store.

James Rosensteel was not present to give an update on the Saturday Necromunda games. Mike Clancy said that he had managed to pull his gang back up to 1000 points after losing his gang leader in an early round. More news on the Necro scene as it is available.

Jim Morris reported on the Warhammer 40,000 campaign. He said that Jimbo and Lonnie had a large battle looming, and that the Tyranids had been sweeping across one side of the board. Jim also said that he was setting up an 8000 point Chaos vs. Imperial Guard. Jim D. told the club that he has been talking with a local TV station regarding a collectors' show. He is trying to line up Decipher (Star Wars Collectible Card Game), Wizards of the Coast, and the Star Trek card game folks.

game for later in the afternoon.

The next BattleTech tournament will be May 25th. Michael said that he was bowing out as game master this time around, but that he would run the June tournament as a 3055 light mech/CityTech scenario. But in the meanwhile, because Michael and his copious supply of BattleTech equipment will not be available for the May game, the club will be renting mechs. The scenario will be 140 tons for teams of two players, with a combination of "capture the flag" and team duels deciding victory. (Rules may be subject to change.) Jim D. described the scenario as a contest between 140-ton teams of two, where each team would be assigned a target team, and would get one point for getting the "kill-flag" from each opposing mech. There should be two tables and two judges. The entry fee will be \$3.00 with mech rentals of \$2.00 each going to the club.

Mike Clancy described a limited-sign up BattleTech tournament that he expects to run in June. It will be a design-your-own medium mech scenario with only a few players. A sign-up sheet and early submission of mech designs will be required. (It was also mentioned that the new Free World's League source book has a Light Gauss Rifle.)

Jim D. also mentioned that there will be a Magic tournament and perhaps a BattleTech card game tournament soon. Check the schedule for details. Jim said that he hopes to see BattleTech going to two tournaments per month soon as well.

Discussions have included 6-12 shows, including opportunities to promote ACE stores.

Michael Menard brought up for discussion last

month's request for the club to purchase Necromunda materials. Jim D. said that he was definitely NOT pleased with the way Necromunda tournament players have been trashing the game room, as well as failing to put scenery and other materials away before leaving. Jim agreed that the club could perhaps purchase an extra Necro set or two, and even sell off the plastic gangs from them.

Jim D. recommended auctions at game club meetings as a way of increasing interest and attendance. The club would get a 10% cut from each auction. He said that lots of players always want to sell off or increase their collections. The auctions events could be described on the monthly postcard.

Jim D. said that he is seeing lots of interest in starting various games (Vampire, D&D, and other RPG's), but so far people are not connecting. He suggested that people use the bulletin board in the ACE I game room so as to pull new members into games. He also mentioned that he is painting up plastic mechs for the club's use (see mech rental above).

The featured event for June's club meeting will be a "yard sale/swap meet/rummage sale." Bring your old books, supplements, miniatures, magazines, and games and turn them into things you can use! A demonstration of Epic was suggested for the July meeting, but not confirmed. Eddie and Jay expressed interested, but the later will not be available in July.

Overseers from the other ACE stores have not been keeping up with their responsibilities. The calendars posted at the other stores need to be updated.

Dave Peterson requested funding to support the club newsletter. He promised to bring receipts next month. Mike Clancy said that he was currently supplied with pre-paid postcards and did not need additional funds. Stools and fans were still under consideration, and Necro purchases were to be delayed until James Rosensteel is present.

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ACE Game Club Events

June

- 5 Jim D's D&D Campaign, 6:00pm - midnight.
 - 8 ACE Game Club Meeting. 1:00pm. Used games rummage sale/trade will follow meeting (members only!). All game tables reserved.
 - 12 Jim D's D&D Campaign, 6:00pm - midnight.
 - 15 Father's Day Sale at ACE I. Door prizes, back issues, and all the usual fun!
 - 19 Jim D's D&D Campaign, 6:00pm - midnight.
 - 27 BattleTech Limited Tournament, 1:00. Mike Clancy. Medium custom mechs, signed up players only!
 - 20-21 **Games Day 1997**, Baltimore Convention Center, Baltimore MD. Don't miss 42 tables of miniatures events plus the Golden Demon figure painting contest. Tickets available through Games Workshop mail-order at 1-800-394-GAME. Note: special free admission passes will be available for parents of younger gamers.
 - 22 BattleTech Tournament at ACE I in Hampton. Start time 1:00pm sharp. 3050 Light Inner Sphere mechs, CityTech terrain. \$3 entry fee, prize will be awarded.
 - 26 Jim D's D&D Campaign, 6:00pm - midnight.
- ### July
- 13 BattleTech Limited Tournament mech designs due to Mike Clancy.
 - 27 BattleTech Limited Tournament, 1:00. Mike Clancy. Medium custom mechs, signed up players only!

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.