

November 1997

ACE Game Club Newsletter

Minutes of the October 5 Meeting

Michael Menard opened the meeting with web site information for the BattleTech afflicted: www.alphastrike.com. This web site contains vast stores of data on the BattleTech CCG for and by total fanatics. Cards and strategies for every house and clan are included, and there are banned and should-be-banned card lists and discussion areas as well. According to Michael, the people who run this site are just waiting for a Pro Tour for the BattleTech CCG to be created. There are huge followings in Seattle and Detroit. You can even play via the Internet on this site's chat rooms using special codes.

Mike Clancy apologized for not mailing cards for this meeting due to lack of time.

Michael stated that this would be his last meeting as President of the club.

Quickly changing the subject, Mike Turner said that he had followed up with the store owner in Virginia Beach about the club making a mass purchase of BattleTech miniatures. The vendor was interested but did not have time to talk. Mike promised to work on a list and initiate a discussion of pricing.

Jim Destromp then made his pitch. He had a large number of topics to cover. He started with a most upsetting and discouraging piece of news: while gaming at World's Best Comics in Newport News, Jimbo Thorpe had his entire 40K Tyranid army stolen while he was out of the shop getting a drink. [This was apparently during the week of 9/29/97 -Ed.] Jimbo's army is beautifully and distinctly painted, and with over 3000 points consists of a very large number of figures worth over \$500. The most despicable thing about this despicable theft was that there were a lot of people in the store at the time, *yet not one of the patrons or the proprietors admitted to having seen anyone walk out with the miniatures.*

Jim said that it has got to be the most rotten situation he has ever heard of. Jim pointed out that ACE presently has a membership-paying game club because he caught a couple of guys stealing and decided to change to a system where non-regulars would be screened out and regular players would be expected to know and to watch out for each other. Though we take some heat for charging for club memberships, it seems to be working out. Jim instructed the group to continue watching out for other members and their property for the good of everyone.

Jim said that he had received a preview edition of the new Dune card game. It is available if anyone is ready to give it a try today.

Jim pointed out that the club's roster has a lot of guys with expired memberships. Someone needs to work on contacting them and getting them to ante up. The club treasury currently

Michael said that the club needs to elect his replacement. The club has done many good things over the past year, such as purchasing or building terrain, getting shelves, and installing

contains \$361.03, after having spent lots of money. Lonnie, Jim noted, is now back in town but is working today.

Jim said that the release of [a new series of] Star Wars has been moved to the end of the month; the new Magic Tempest cards are also coming out shortly. The publishers of Legends of the Five Rings are looking for people doing tournaments of their game.

Jim said that next week's BattleTech tournament will be a hunter-killer scenario. Inner Sphere 40-50 ton mechs will be used. There will be a ShadowRun CCG tournament at the Norfolk ACE. Kiln Creek has a large, active Magic group. The Hampton, Norfolk, and Kiln Creek stores will be doing sealed deck Tempest tournaments after the new cards are released.

Jim turned with a sigh to the subject of new Games Workshop releases. He asked for people to request new GW stuff as special orders due to trouble with orders. Lots of Sisters of Battle are on order. He wanted to get a few Gorkamorka sets in as well, but "the deal" with GW distribution is forcing a three-week wait for lower-volume vendors on it. Jim pointed out that the GW figures rack is getting thin. It will continue

October Most Valuable Player
Award Winner:

Jimbo Thorpe

to get thinner because GW is forcing retailers to order all blisters in pairs.

Michael asked if anyone had read the latest BattleTech novel. He suggested that anyone using a Smoke Jaguar color scheme on their mechs should consider repainting.

A brief discussion of the fate of certain Games Workshop games ensued. Mike Turner argued that Necromunda is on the 18-month schedule like Man O'War was and would soon be discontinued. Leo said that at Games Day in June he observed about 20% WFB, 20% misc, 2% Epic, and lots and lots of 40K. He also said that 85% of Games Day '97 attendees were kids under 18. Michael said that GW appears to be going the way of many US businesses (though they are headquartered in the UK): eventually continually raising prices and losing customers will cause them to go under. Michael said that Warzone looks good to him and the figures are *much* cheaper, but he would hate to think of starting over on another game as involved as 40K. But perhaps he could use compatible GW miniatures for Warzone.

a ceiling fan, but the current President's energy is waning and he said that he is therefore not interested in a second term.

Digressing again, Michael said that he approved of the way that they had cut down the game table legs in the Denbigh store. He could easily reach the center of the table. He suggested that we might later consider cutting down the Hampton game tables, as well as adding some 4x4 supports to keep them from swaying. Leo suggested that 4" wood screws be used, and Michael agreed that such screws or bolts would fix up the increasingly wobbly tables. Michael's eyes glazed over as he muttered something about being able to haul 4x4 lumber in his truck....

Contrary to earlier mailings, it was agreed that the club would meet on November 2nd, mainly with the intent of pumping up enthusiasm for Sci-Con. Michael said that he will be running the Sci-Con BattleTech tournament on Saturday (Nov 8th) from 1:00pm to 6:00pm. He said he has built a mech hanger specially for the event.

Returning to the subject of Presidential nominations (again), Michael urged people to make sure that nominees *really* want to do the job. The club, he said, really needs a decent organizer who can tap other members to make events happen. Michael said he would like to see BattleTech, Necromunda, and WFB campaigns during the coming year. Perhaps Leo and Jimbo could run a WFB campaign and people could have fun playing on one team or the other on a walk-in basis.

There followed many nominations and seconds for Mike Clancy, who humbly agreed to accept the nominations. To the relief of all, Mike said that he actually would like the job assignment, and that he could keep on top of the organizational tasks. He said that a gun club he recently ran across had lots of good organizational ideas that might help the game club. Mike also said that he would continue to do the card mailings. He mentioned that there are a full 30 out of 120 members that have no phone number or contact information at all on the books. Michael said that, in reality, the active club members are the regulars that you see at all the monthly meetings. Dave Peterson dubbed these members the Inner Circle of playing members, and called the no-shows "the Outer Circle of Pizza Buyers." A vote was taken and the eleven members present elected Mike Clancy club President unanimously for the term November 1997 through October 1998.

It was decided that, in Lonnie's absence, the vote for club Treasurer would be deferred until next month. Jim has been keeping the money and Lonnie has been keeping the books. The Treasurer, therefore, is more of a book keeper than a money handler. Jim has been marking people paid as they renew and indicating returned cards from mailings.

Dave Peterson agreed to accept nomination for a second year term as club Scribe. He promised not to do any less than he had this year. He was approved by the group by unanimous vote. With that Michael Menard said, "okay, it's all yours" and stepped down as President.

Michael reported that the last BattleTech tournament had run very late. After 8 ½ hours of play, the surviving assault mechs called the game and split the pot at 9:30pm. Michael said that he got his axe blown off, and that generally LB 10-X's ruled the battlefield.

Mike Clancy nominated Jimbo Thorpe (who was not present) for Most Valuable Player of the month for taking the loss of his army with dignity (instead of going totally postal), and for being a long-time, active ACE club member and supporter. Jimbo was voted Most Valuable Player of the month by a

voice vote.

Members' thoughts turned toward the program for the November meeting. Leo said that Chris from Norfolk was interested in running Warzone. It was agreed to wait on Warzone until Chris could confirm that he wanted to do it. In the meanwhile, Michael and Leo agreed to bring miniatures and run Man O'War as the feature event for the November 2nd meeting.

The group was notified that the youngest player present was Kanda Mai Blair, age one week. Congrats to Poppa and Momma Blair on the newest member of their party, a beautiful baby girl.

Shane asked if anyone was interested in meeting for some head-to-head computer gaming, and Dave agreed to organize something after the meeting.

Mike Clancy made an appeal to people interested in sharing room expenses at Sci-Con. He really wanted to spend the weekend, and was willing to double/triple/etc. up on a room at the Holiday Inn Executive at Newtown Road. Several people pointed out that the Red Roof Inn next door might be \$20 cheaper per night. Dave suggested that ride sharing for Sci-Con be discussed at the next meeting.

The October club meeting was attended by 11 members. The next club meeting will be on November 2nd. The featured event will be Man O'War.

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ACE Game Club Events

November

- 2 ACE Game Club Meeting, 1:00pm at ACE I in Hampton. Featured event: Man O'War.
- 7 Jim D's D&D Campaign, 8:00pm - midnight.
- 7-9 **Sci-Con, Virginia Beach.** The area's top Sci-Fi, Fantasy, and gaming con. A weekend of gaming, shows, painting contests, guests of honor, and all matter of bizarre-ness! Holiday Inn Executive Center, Virginia Beach, Newtown Exit. Weekend tickets \$30.
- 9 BattleTech Tournament at ACE I in Hampton, 1:00pm. Entry \$3.00.
- 14 Jim D's D&D Campaign, 8:00pm - midnight.
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- 23 BattleTech Tournament at ACE I in Hampton, 1:00pm. Entry \$3.00.
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December

- 7 ACE Game Club Meeting, 1:00pm at ACE I in Hampton. Featured event: to be announced.