

ACE Game Club Newsletter

February 1998

Minutes of the January 4 Meeting

[Editor's Note: Justin Juarez was kind enough to take the minutes of last month's meeting during my absence. Michael Menard typed them up and e-mailed them to me. Many thanks to both for the help!]

1. Thanks to the people who rebuilt the large game tables. They need to get special recognition: Stan Finchum, Mike Turner, Noe Moore, Shane Moore, and Mike Clancy. Thanks to Shane for the clean-up and terrain straightening afterward.

2. Thanks to all those who participated in the "back-room clean-up day." Participants included Mike Clancy, David and Ian Peterson, Jim Destromp, Shane Moore and others. Apologies for not having all your names. These troopers filled the dumpster to over-flowing during a chilling downpour, and deserve major credit. Let's work to keep the game room clear and clean.

3. If anyone is interested in making terrain, please take the pink foam away. Free to a good home.

4. Mars Con dates, January 9-11. Hope to see many members there!

5. Dominion IV, 28 Feb. Game Club members get a discount (not sure how big). Looking for participants to run stuff. Also, a couple of the younger members need a ride there.

6. Shane will run a BattleTech card game tournament (details to be finalized later). Contact him at 865-1159 for information.

13. Notes on the Warzone demonstration by Michael Menard: very few people actually played in the Warzone demo. Most people (myself included) have started to find other

7. Stan Finchum is looking for six 40K players for a tournament he's planning. Details to follow. Contact him at 498-0906 for information.

8. Marty (no last name provided) presented a talk on Larry Elmore coming in mid April (Larry Elmore does Dragon Lance covers). Needs to have at least \$500.00 in sales (pre-sale or guaranteed sales when he gets here), a plane ticket and a sponsor (i.e. room and board I think). Marty has a catalog of prints. All prints for sale are numbered and signed. I think the prices were \$25 to \$35 for 8.5"x11" unmounted. Next club meeting will discuss more.

9. Mike Clancy brought up idea to paint back room. Justin Juarez will talk to his father about borrowing a Wagner Power Painter. To discuss more at next meeting.

10. Jim is encouraging more role playing in the back (break out those D&D books). Marty (still no last name provided) is in contact with Archangel Games to try and get a play test of a new role playing game they have coming out. Free stuff! [Any one interested in Fading Suns from Holistic Games, the new RPG based on a very 40K-like universe? -Ed.]

11. BUY T-SHIRTS!!! The club owns them, we need to buy them. Pay for themselves really quick.

12. List of discontinued Mechs has been posted. Buy them while they're available.

12. Next club meeting is 1 Feb. Mike Menard will run a BattleTech card demo. (I have for those that don't have one).

uses for the precious resource called money. If we had discovered WZ before 40K, I think it would have gone over better.

14. As for gaming, a couple of people played

BattleTech and a couple played BTTCG. The BattleTech campaign is really going great guns. Mike Brendle and Jimbo are working on refining the campaign rules. They are planning on restarting the campaign with the new rules sometime in the near future. They want each house to be represented, with only a few Merc units being run.

ACE Game Club Events

February

- 1 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Featured event: BattleTech trading card game by Michael Menard.
- 6 Jim D's D&D Campaign, 8:00pm - midnight.
- 7 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 8 BattleTech Tournament at ACE I in Hampton, 1:00pm. Entry \$3.00.
- 13 Jim D's D&D Campaign, 8:00pm - midnight.
- 14 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 14 Star Trek card game sanctioned tournament, 12:00n at Comic Alternative, Virginia Beach. T.J. Kivley (757) 447-5986 or grendel502@aol.com.
- 15 BattleTech Tournament at ACE I in Hampton, 1:00pm. Entry \$3.00.
- 20 Jim D's D&D Campaign, 8:00pm - midnight.
- 21 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 21 Star Wars card game Cloud City Scenario, 12:30 at Poquoson Thrift Shop, Poquoson. Mark Schaffer (757) 881-6611 or photog@visi.net.
- 22 BattleTech Tournament at ACE I in Hampton, 1:00pm. Entry \$3.00.
- 27 Jim D's D&D Campaign, 8:00pm - midnight.
- 27-1 **Katsucon 4**, Radisson Plaza Hotel at Mark Center, Alexandria, Virginia. The Washington Area Anime and Manga Convention. \$40 until 2/13/98. <http://www.io.com/~katsucon> or katsucon@io.com for information.
- 27-1 **SHEVACON VI**, Ingleside Resort I-81 Exit 225, Staunton, Virginia. Dealers room, masquerade, workshops, gaming, LARP, anime room, etc. Special guest Larry Elmore. <http://home.rica.net/drgnshrd/shevacon.html> or drgnshrd@rica.net for information.
- 28 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 28 Star Trek card game sanctioned tournament, 12:30 at Fantasy Escape, Virginia Beach. T.J. Kivley (757) 447-5986 or grendel502@aol.com.

- 28 **Dominion 4**. ODU Sci-Fi and Fantasy Club-run Con. 9:00am - midnight, at Old Dominion University's Webb Center, Hampton Blvd, Norfolk. Star Wars, BattleTech, Space Hulk, White Wolf, Necromunda, Card Games, Anime. Registration \$3.00 students, \$5.00 non-students. For info call Ron Johnson 640-8424 or Phil Langley 463-6232. Special discount \$1 off for ACE Club members.

March

- 1 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Featured event: to be announced.
- 13-15 **Ecumenicon XI**, Best Western Maryland Inn, College Park MD. Saint Patrick's Feast of Fools 1998. Contact Tash (301) 946-2674 or tash@nicom.com for details.

New Releases

Decipher

First Contact limited edition boosters for Star Trek Customizable Card Game, The Fajo Collection.

FASA

Northwind Highlanders, Bloodsport, Cyberpirates, Lost Kaer (Earthdawn novel), BattleForce 2 boxed game, Freebirth (BattleTech novel), Second Run Shadowrun trading card game (decks and boosters), The Dragon Roars, Predator and Prey, Beyond the Pale, Underworld, BattlePack: Fourth Succession War, Warrior En Garde (BattleTech novel reprint), *Shadis* #45 and *InQuest* #35 will have FREE Earthdawn rules on CD-ROM.

Games Workshop

Eldar Falcon grav tank boxed kit, Codex Assassins (mini-codex), Culexus Assassin, Space Marine boxed army, Praetorian XXIV limited edition Imperial Guard boxed army, Necron Raiders boxed squad, Battlefield Bunker, Battlefield Accessory Sprue #2, Epic Imperial Guard Manticores blister, Epic Imperial Guard Sentinels blister, Epic Marauder Bombers blister, Epic Thunderbolt Fighters blister, Inferno #4, Citadel Journal #23, White Dwarf #217, Troll #1, Digganob boxed supplement, Digga Boyz blister, High Elf Cavalry Patron boxed army, Chaos Banners, Chaos Lord on Steed, Beastman Lord, Chaos Sorcerer, Chaos Minotaur, Daemon Prince, Pink Horrors, Blue Horrors, Pink Horror Champion, Pink Horror Command, Heffalumps and Wozzles blister.

Wizards of the Coast

New tournament rules for BattleTech card game will take effect on February 1st.