

ACE Game Club Newsletter

April 1998

Minutes of the March 1 Meeting

Mike Clancy called the meeting to order, saying that it would be a short program. He was right. With no old business vying for attention, he called for volunteers to prep and paint the Hampton ACE game room on March 14th at 10:00am. Mike said that Brett was getting a quote on paint. Justin said that he could lay hands on a Wagner paint sprayer. Mike made a motion to the group that up to \$75 be spent on paint; the motion was approved by a show of hands.

Mike said that he would like to re-cover the remaining game table in April. There are leftover materials from work on the other tables. Also on the schedule for April is a club outing for paint ball. Chris Companion was supposed to report on this, Mike said, but Chris was not present.

Dave Peterson said that, though he hated to bring up the subject, he wanted to speak briefly about cheating and stealing. Psychologists and others in the know, he said, have found that anyone who will regularly cheat in a game will readily steal as well. There seems to be a definite link between the two behaviors. The former erodes the basis for our activities as gamers; the latter is both an affront to and an attack on Atomic Comics, the club's host.

Dave said that while he had no way of knowing who in the club might be recurrent cheaters, he suspected that ACE has the situation "under surveillance." If you know anyone who cheats, set them straight--before they get busted and hauled downtown for fingerprinting. Michael Menard added that anyone who cheats should be expelled from the club immediately.

On a happier note, Mike Clancy said that Stan had been working on notes for a BattleTech campaign, but the project had been lost in a hard drive crash. This is likely to delay the start of Stan's Warhammer 40,000 game.

Brett volunteered to run a Blood Bowl demo after the April 5th meeting. Note that Games Workshop is bringing out a new edition of this game soon. The April feature, therefore, will be Blood Bowl. And with that the meeting was adjourned and the

BattleTech "Up Against the Wall" tournament got under way.

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April 1st - New Releases

Decipher - "Alternate Reality II" Star Trek Customizable Card Game booster packs, featuring characters, ships, planets, and dilemmas from the original 1960's episodes.

FASA /Ral Partha - new mechs including the Jumangi, a 100-ton assault mech with jump jets and 6/9/6 movement.

FASA - Huntress Sourcebook, including history, maps of the Exodus Road, geriatric mechwarrrior and non-warrrior caste archetypes, and four new mechs.

Games Workshop - Epic Warhammer Fantasy boxed set. Includes 1750 highly detailed Bretonians and 1650 exquisitely sculpted Lizardmen in high-quality plastic. Three books, metric measuring sticks, teenyweeny dice, cardboard castle and Quotzcatl pyramid, free magnifying glass. (GW will be accepting advance orders for this with a new installment payment plan.)

Games Workshop - new boxed Chaos supplement for Warhammer 40K, *Chaos: Slaves to Capitalism*.

Games Workshop - Codex: Mean Dudes. An anthology of armed-to-the-teeth characters for all major armies from old *White Dwarf* articles, plus the never-before-seen stats for seven major Primarchs. Take your 40K game down to a whole new level!

Games Workshop - Codex: Squats.

TSR - AD&D Module Q2 Return to the Demonweb.

TSR - AD&D Special Edition 37-Volume Rules Compendium on microfiche (special order only).

West End Games - Tomb Raider RPG.

West End Games - Evangelion RPG.

Wizards of the Coast - "Really Big Gunz" limited, black-border boosters for BattleTech TCC.**

ACE Game Club Events

April

- 2 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 3 Jim D's AD&D Campaign, 7:00pm - midnight.
- 4 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 4 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 5 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Featured event: Blood Bowl. BattleTech "Assassins" Tournament to follow meeting. Entry \$3.00 Clan tech, any year, 20-35 tons.
- 5 Jimbo Thorpe's MechWarrior RPG campaign, character generation after the club meeting.
- 5 BattleTech Card Game League pairings announced.
- 8 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I
- 9 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 10 Jim D's AD&D Campaign, 7:00pm - midnight.
- 11 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 12 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 12 BattleTech Card Game League pairings announced.
- 12 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 15 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I
- 16 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 17 Draft New Arena League, \$1.00 entry at ACE I. "Strong Hold" Tempest rules. See Jim D for details.
- 17 Jim D's AD&D Campaign, 7:00pm - midnight.
- 18 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 18 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 18-19 **"Almost Summer" Sale** at ACE I in

Hampton. All back issue comings in bins ½ **off!** Everything in the store discounted: single Magic, Star Wars, Star Trek, and sports cards, posters, shirts, videos, games, miniatures, starting line-ups, toys, and more! Plus **West End Games will have two free demonstrations** on Saturday featuring **Men in Black RPG** and **Star Wars RPG**, 1:00-5:00pm only.

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May

- 3 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Featured event: to be announced, but its likely there will be a BattleTech Tournament following the meeting.
- 23-24 Grafton High School Band Second Annual Trading Card Show/Parking Lot Garage Sale. 9:00am-5:00pm (Garage Sale 7:00am-2:00pm). Grafton High, 403 Grafton Drive, Yorktown.

June

- 12-13 **Games Day & Golden Demon '98**, Baltimore Convention Center, Baltimore, MD. Admission \$10 (1/3 the cost of Sci-Con!!!) with "Runtherd Passes" available for parents. Space is limited. Call 1-800-394-GAME for tickets.

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** April Fools! None of these releases really exist.
