

ACE Game Club Newsletter

May 1998

Minutes of the April 5 Meeting

Michael Menard opened the meeting in the absence of Mike Clancy. Michael said that Shane's BattleTech card game league was winding down. Pat is apparently undefeated, said Michael with a smile, but he hasn't played me yet. At this point Mike Clancy arrived and took the podium.

Mike said that, as everyone can see, we have a newly painted club room. The main credits go to Noel and Noey, Dennis, Mike, and Michael. Dennis really saved the day by taking over two hours of painting; Noel and Noey really worked hard on the cleanup and pickup operations.

In answer to Mike's inquiry about a 40K tournament, Stan said that he has the rules for a tournament laid out but no time at present to run it. E-mail Stan if you want a copy.

Mike said that Jimbo has been working on a MechWarrior RPG campaign. See Jimbo if you are interested in putting together a character.

Mike Clancy gave the report on his investigation of Paint Ball. He said that Action Town quoted him \$25. The next available date is April 20th. They need \$200 (20 people) to reserve the site. They are open on Sunday from 9:00am to dark. The cost covers guns, goggles, air, and paint, with cases of 500 rounds being available for an extra \$40. Alternate locations were brought up by the group: BFE located southeast of Richmond, as well as rumored locations in New Kent and Westpoint. Mike reported that MasterBlasters in Virginia Beach also wants \$25 per person and provides 100 rounds with Mike Clancy congratulated everyone involved in the club room painting project on a job well done. He especially thanked Dennis, who

equipment for the fee. Food, drinks, and paint are available on-site. Mike Turner said that the Virginia Beach "LaserBall" site is indoors and way too small. Though three places said that April 19th is available, it was decided that the project should wait until May. Mike Turner said to be sure that we select a location that will admit under-18 club members; he said you usually have to be a consenting adult to get shot.

Jim Destromp said that Paint Ball needs more time for people to sign up and plan. He recommended that the club contribute a small amount toward each participants' fee, but said that a special mailing should be sent to all members to make sure no one was left out. He promised to assist in the planning by letting Mike Clancy know what the club's current balance is. The game room painting project spent about \$150 on paint.

Mike Clancy said that he would contact the two Virginia Beach Paint Ball locations and Action Town (recommended by Dennis). He will try to find available dates in May (other than Mother's Day). Everyone who is interested should bring \$10 to the May club meeting (this money will be refunded if the Paint Ball game is not held). Three people said they had their own equipment.

Mike Clancy said that there had been a problem in the last cash-prize BattleTech tournament with someone (who looked very much like Palmer) being dishonest enough not to be recording combat damage on his mech sheet. The aforementioned person will not be invited to participate in the future, according to Jim.

stopped in to check on the progress of the project and ended up staying to do much of the work.

Michael Menard offered to bring in some cool Roger Dean prints to further beautify the environment.

Mike Clancy said that he would like to see the last table rebuilt and re-covered sometime soon, if Mike Turner and Stan have some time available. The meeting was then adjourned and preparations for the weekly BattleTech tournament got under way. The next club meeting will be held on May 3rd.

ACE Game Club Events

May

- 1 Jim D's AD&D Campaign, 7:00pm - midnight.
- 2 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 2 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 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.
- 3 BattleTech Card Game League pairings announced.
- 6 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 7 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 8 Jim D's AD&D Campaign, 7:00pm - midnight.
- 9 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 10 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 10 BattleTech Card Game League pairings announced.
- 10 **Mother's Day**. BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 13 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 14 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 15 Jim D's AD&D Campaign, 7:00pm - midnight.
- 16 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 16 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 17 BattleTech Card Game League pairings

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- 17 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 20 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 21 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 22 Jim D's AD&D Campaign, 7:00pm - midnight.
- 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.
- 23 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 23 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 24 BattleTech Card Game League pairings announced.
- 24 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 27 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 28 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 29 Jim D's AD&D Campaign, 7:00pm - midnight.
- 30 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 30 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 31 BattleTech Card Game League pairings announced.
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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.