

# ACE Game Club Newsletter

## Minutes of the May 3 Meeting

Mike Clancy opened the meeting saying that he intended for it to be short.

Jim Destromp told the group that yesterday he busted Dave for stealing card packs and figures. Dave has been banned from the store and kicked out of the club. There are still a couple of similar characters that we will get eventually, Jim said.

Jim said that he turns in orders on Monday and Tuesday if anyone wants new releases for War Zone. The April order of limited Mech releases came in. Jim also said that he reconciled the club's books and that the club now has resources of \$900. Jim said that he wants the club to spend its money effectively. He also wants us to stay on top of renewals. He has a list of expired members. Twenty-seven expired in the last two weeks or will expire within the next two weeks. Our membership is down from a peak of 128. Jim said that the club needs someone to pursue this issue monthly. A bunch of the regulars have come due and the club list needs to be updated. Someone is needed to chase down the expired people on the list. Jim also reminded members that club lockers are \$1 per month and that there have been no problems with theft recently.

Mike Clancy recommended the club lockers as a way to avoid dragging equipment back and forth to the store.

Jim said that Games Workshop's *Realms of Chaos* is the out and that Diamond Comics has reduced the store's wholesale discount. Games Workshop games are great but too expensive. War Zone is taking off, while sales of Games Workshop are down. The price change from Diamond means that no more merchandise will be ordered from them.

Walt Kassel said that he wants to start a Blood Bowl campaign. Jim said that last time there was Blood Bowl campaign 24 players participated in a 20 game season. Unfortunately, during the playoffs guys forgot about having fun and it left a bad taste in everyone's mouth. The original idea was to have fun and the regular season was. Walt said that he hopes to use a third-party record keeper in his games. Jim said that he recommended posting win-loss records on plackards and standings on a big board. Jim recommended someone develop his or her own balanced league rules. Mike Clancy asked if the club was willing to pay for a prize. Jim seconded the motion. Michael Menard recommended that someone put together a proposal so that club can vote on it. He recommended that the club

try to get prizes into non-BattleTech tournaments.

Jim said that Decipher will soon have ACE running sanctioned Star Trek tournaments once per month at the Denbigh store. Jim also suggested that the club should schedule a party every couple of months, perhaps getting some pizza and drinks. Perhaps a couple of meetings per year should be for pigging out.

Mike Turner said that the suggestion to have a good sportsmanship prize at tournaments is a good idea. We can have players vote by ranking opponents 1 to 5. Perhaps we can get neat stuff from game publishers for prizes, though Games Workshop might not be too generous. FASA knows Jim very well. Mike also suggested talking to Wizards of the Coast, Decipher, FASA, and Demonblade.

Jim said that the BattleTech tournament today needs ten minutes extra setup time.

Mike Clancy reported that he had decided on Action Town Sports in Suffolk for paint ball because they can handle eighty people. Current members can get \$40 admission including mask, five hundred rounds, guns, and air. The club will pay \$10 of this. If you have equipment you can get in for \$10 and the club will pay \$5 of this for you. Action Town also rents camouflage outfits for \$5. Food will be available. Smoke bombs will be available for \$6.50. The guns used at Action Town are TipMan Prolights with 12.5 pound air tanks. Full-face shields are included. It is recommended that you wear light, padded clothing with an athletic cup. People who are interested in participating in paint ball need to leave a non-refundable \$20 deposit at the ACE cash register. This will enable us to get a club discount and reserve a day. Non-members can come as well but without the club stipend. Action Town is open 10 a.m. to sundown. The date will be Sunday, May 24. Anyone under 18 needs a permission slip.

Jim reported that the SCA (Society for Creative Anachronism) is asking about meeting at the Denbigh store. This is probably the peninsula SCA group. Jim also added that he exchanged the club's two boxes of Ice Age cards for BattleTech Arsenal cards. The Ice Age cards are available at \$2 per pack in the store.

Mike Clancy said that he would arrange to car pool for the paint ball game.

Michael Menard said that he is looking for copies of TSR's Gamma World. He is buying them for his brother. He will buy as many as he can get. He is

ready to spend his brother's money.

Mike Turner said that he would send Michael the addresses of places that sell old games on the net. Also look at the marketplace news group. Stan Finchem said that he would send his 40 K campaign information to Mike Clancy. Stan said that he did not have time to run the campaign at present.

Mike Clancy said that the BattleTech Mercenary campaign rules were now at revision 3.5, and that there had been lots of War Zone activity. Jim said that groups have been gaming until midnight on Friday and Saturday. Talk to him about extended play hours or "iron man" all-night gaming sessions.

Lewis Rich said that he wants to start a Forgotten Realms campaign with third to fifth level characters. His number is 865-4539. He is looking for players.

Mike Clancy said that he will send mailing cards again next month and will update his computer mailing list. Jim reminded the group that in order to get a discount people need to show a current membership card and be wearing a club shirt. The next T-shirt will have a new logo design.

Mike Clancy asked the club to vote on spending money on an oscillating fan. This was approved by voice vote.

Michael Menard said that eight people signed up for the new BattleTech Mercenary campaign. The last iteration of the Mercenary campaign died due to over-complexity and a large number of people. We keep pairing down the rules, he said. See Michael after the meeting for details.

Mike Clancy said that he will bring up the subject of rebuilding the last game table in June. He gave Mike Turner and Stan Finchem a meaningful look. With that Mike adjourned the club meeting and setup for the BattleTech tournament began.



**ACE Game Club Events**

**June**

- 5 Jim D's AD&D Campaign, 7:00pm - midnight.
- 6 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 6 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 7 **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.

- 7 BattleTech Card Game League pairings announced.
- 10 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 11 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 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.
- 12 Jim D's AD&D Campaign, 7:00pm - midnight.
- 13 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 13 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 14 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 14 BattleTech Card Game League pairings announced.
- 17 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 18 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 19 Jim D's AD&D Campaign, 7:00pm - midnight.
- 20 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 20 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 21 **Father's Day.** BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
- 21 BattleTech Card Game League pairings announced.
- 24 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 25 Ravenloft Campaign, 7:00pm - midnight at ACE I.
- 26 Jim D's AD&D Campaign, 7:00pm - midnight.
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