

# ACE Game Club Newsletter

## Minutes of the June 7 Meeting

Mike Clancy opened the meeting by commenting on the especially high number of members in attendance. He asked that everyone present check to make sure that his or her membership is current. Then he announced that the club will order pizza after the meeting.

Mike reported to the group that the paint ball game had been postponed from last month. If we get a \$20 deposit from enough people, paint ball will be rescheduled. The deposit is intended to keep people from canceling at the last minute. The club will refund deposits in advance if people have schedule conflicts with the new paint ball day. The minimum group is 20 people; the charge is \$35 with all supplies included. The club might even spring for extra rounds of ammunition. But we need 20 people to get the field to ourselves. Please sign up and leave your deposit at the ACE I register.

Mike Clancy reported that a number of members have been starting Blood Bowl teams. The Blood Bowl league has not been formalized, but there are ten teams so far. The structure will be firmed up soon. So far everyone is using the second edition hardbound rules (sorry GW).

Mike said that someone is supposed to be demonstrating War Zone after the meeting. A War Zone campaign is in the works, based on the Warhammer Fantasy territory scheme with 1000 point forces, no vehicles, personalities, or special items. Each player will receive 1000 points and 6 territories to start. Extra territories obtained through battle will provide special units or abilities. For details contact Nick, Brian, or Rod at 865-7072, or send e-mail to [natash@mindspring.com](mailto:natash@mindspring.com).

Mike Clancy reported on the status of the

BattleTech Mercenary campaign. He said that the campaign is going well and is using yet another revision of its rules. The main problem with the previous version of the rules was that players' incomes were too high. The new rules cut back income by 90% and put a cap on force size to keep games under control.

Mike said that several people had spoken about starting a 40K campaign. Frankie and Lee volunteered to take on the project. They said that they preferred the campaign format to the tournament format, because it is less structured. Mike agreed to forward materials on 40K campaigning in support of the effort. Other interested parties should send e-mail to [ldavis04@pilot.infi.net](mailto:ldavis04@pilot.infi.net).

The next game club meeting will be held on July 5th. Mike closed the meeting saying, "that's it, let's get some pizza ordered, gang!"



## New BattleTech Releases

### Week of July 20:

- Behemoth heavy tank
- O'Bakemono
- Blackjack Omnimech
- Raijin

### Week of August 24:

- Ontos heavy tank
- Blackhawk
- Thresher
- Dragonfire

### Week of September 21:

- Nebori-Nin Omnimech
- Crossbow Omnimech
- Kingfisher Omnimech
- Perseus Omnimech

No date specified: 3060 Sourcebook

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### ACE Game Club Events

#### July

- 1 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 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 Rich's AD&D Campaign, 3:00pm – 7:00pm 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: details about the 40K Campaign, and a good chance of a BattleTech Tournament following the meeting.
- 8 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
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- 12 BattleTech Tournament, 1:00pm at ACE I in Hampton. \$3.00 entry.
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#### August

- 1-2 **Big Summer Sale** at ACE I in Hampton. Prices up to half off!!! Don't miss out on the action and excitement!
- 2 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. What will those wacky game club members think of next? Stay tuned and find out! Same time, same Bat Channel!