

ACE Game Club Newsletter

Minutes of the August 2 Meeting

"Friends, Romans, Game Club Members," intoned Mike Clancy, "I come here not to bury Shane but to praise him. So let's have a big OO-RAH for Shane!"

"OO-RAH" returned the massed club members, clearly moved by the mighty oratory of their President.

Mike Clancy continued the meeting with a role call to review members' expiration dates and to assist them in anteing up where necessary. He then called for old business.

Mike asked if anyone knew what the deal is with the Virginia Beach guys. He said that he would like to do the third table (looking in the direction the Moores, Rinsburgs, Stan Finchem, and Mike Turner) on about the 15th of August. Mike said he would follow up with his "volunteers" in about two weeks.

Jim Destromp said that Games Workshop's rep, Ray, visited the store and that he is lifting his GW boycott. Games Workshop agreed to take back all dead stock. This was to be shipped Friday but is slightly delayed, and this week new 40K and WFB stock should arrive. The existing wall will be torn down to put up new GW racks. The GW rep wants us to run 40K tournaments with 700-800 points with prizes provided by GW. We will do at least one per month. We also have a great idea for a campaign/league to do in 10-12 weeks. The prize for this league will be a \$200 army boxed set. Jimbo volunteered to run the 40K league. If the prizes come through we will kick this off fast. We need to vote (Space Marine, Eldar, or Tyranid) to determine which army the prize will be. According to Jim, Ray showed a real change in attitude especially in offering the box set for the club. He is very interested in seeing us get new GW product in the store.

Mike Clancy asked for a volunteer to run a game demo after the next meeting. Anton Kronof (850-0247), volunteered to run Five Rings. Dave Peterson and Mike Clancy considered running Epic 40,000 after a meeting later in the fall. Other suggestions for meeting activities were to do painting "show and tell" or maybe a speed painting contest in the next couple months.

Mike asked for a volunteer to repair terrain pieces. Alfred volunteered.

Mike pointed out a couple of problems with the club. We are having a real problem with people leaving trash behind in the game room, so please make sure to clean up after yourself. Also, lots of people are bringing friends who are not club members into the game room. This is not acceptable.

Jim said that the reason we restricted the game room was theft. Since the last two meetings we have busted two more people. Also, we don't want people leaving stuff in the game room either because it will get stolen. If you don't have a locker please take your stuff home. The lockers are a great deal at only \$1 per month, and the proceeds go to the club.

Jim said that only game demos and tournaments are open to non-members. The club room was painted by members and

the tables were fixed by members, so the room is for a club members only.

Mike said that we are losing the copier. He asked if we should buy a new copier. We can get a cheap copier for \$250 and up. Jim said that Michael Menard thinks we should get a service contract because copiers break down so much. Mike Clancy said that we can get a three-year warranty copier for \$650 dollars. However, if it is used by non-members it will get broken. According to Jim, the copier must be bought by the club. Jim said that he cannot run copier money through the business because it will increase his taxes. He said he is glad to see the copier go – especially because of the blue-haired ladies that managed to use up a ream of paper and only pay for one copy.

Mike called for a vote on the copier with a cap of \$650. The motion passed and Mike agreed to find a copier within two weeks.

NEW AT ACE IN HAMPTON!!!

Fall is in the air and we are celebrating by rearranging the entire store! You'll find tons of new games and lots of great deals!

Check out the new expanded line of Games Workshop products, including the latest books and miniatures for 40K, WFB, Warhammer Siege, Blood Bowl, and Epic 40,000.

Jim showed the members pre-release play-test cards for Rage and Legend of the Burning Sands. Mike Clancy said that he has a role-playing company interested in doing play testing with club members. Remember, said Jim, that a club of 150 members carries a lot of weight with game publishers. Sony even sent us CDs to listen to, if anyone is interested.

Jim said that he bought a ton of old D&D stuff which is at the store counter. He also reviewed the rules for getting club member discounts. Remember, he said, you have to be wearing an ACE Game Club shirt and show a Club Member Card that is current. Jim said he is raising the GW discount to 10%. The club discount for other merchandise is 15%.

Jim said that he is closing the Super K store in four weeks. He will sub-let to Radio Shack and later open across the street. Other reminders: today's sale is 20% off on games. For BattleTech players there are several rare mechs available including Archers, Clints, Marauders, and Madcats but they are going fast. GW special orders will no longer need to make minimum purchase restrictions. And the inside scoop from GW is that you may not want to buy Orks right now. The new 40K game will soon be released with the emperor now dead, no named Space Marine chapters, and lots of other changes. This will be the new 5th edition of 40K. The new rules will also severely inhibit characters and magic items. Jim also mentioned the release of the new IS Talon mech. He also said that War Zone and Blood Bowl players need to get their games going, as they have gotten stalled.

Another club member complained that there are problems with people taking too many tables. Please keep your stuff

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consolidated and/or on the floor so that more people can play within our limited table space.

Jim said that the club's money should benefit the club members. Today we are having pizzas from the club's money.

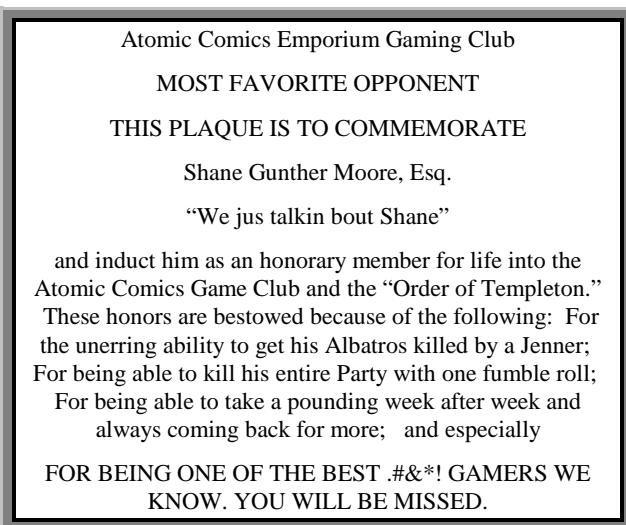
If you have recommendations for spending club money, please speak up. Members recommended such things as Five Rings miniatures. Cacophony ensued. Someone else suggested sealed deck BattleTech. Others suggested Magic tournament. Jim said that the new Arena league starts August 8th. It will "type 1 ½ extended." See Jim for restrictions. This will be a five week league. Dave suggested buying a large white board. Robert offered a white board from his house, if we will pick it up. This will require a truck. Someone else noted that GW is releasing a Warhammer historical figure series that will be half of their normal prices.

Mike Clancy called the meeting back to order. He said that this would be a special meeting to honor Shane Moore as an excellent player before the moves out of the area. He said that the club was providing free pizzas and sodas. (At this point the minutes show that Shane was ceremonially mauled.)

Mike announced that Shane Moore is hereby drafted into the Templeton Hall of Fame, and made an honorary club member for life, for being one of the best damn the players we know. Shane you will be missed.

Shane said that he was passing his spectacular luck to Justin. He expressed his thanks. He said, for those who did not know, that he will be moving to Washington state on Wednesday. And above all it was the dice's fault. At this point the meeting was adjourned and the feasting and merriment began.

Shane's Plaque:



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ACE Game Club Events

September

2 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.

- 4 Jim D's AD&D Campaign, 7:00pm - midnight.
4 Charlie's Vampire Campaign, 7:00pm - midnight.
5 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
5 Jim D's Other AD&D Campaign, 7:00pm - midnight.
6 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton.
6 **"Beacon" BattleTech Tournament**, 1:00pm immediately following the club meeting. Inner Sphere, 55-75 tons, 3050 and older, no teams. \$3.00 entry.
9 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
11 Jim D's AD&D Campaign, 7:00pm - midnight.
11 Charlie's Vampire Campaign, 7:00pm - midnight.
12 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
12 Jim D's Other AD&D Campaign, 7:00pm - midnight.
13 Jimbo's Mechwarrior Campaign, 2:00pm - 9:00pm at ACE I in Hampton.
13 CyberPunk Campaign, 1:00pm - 7:00pm, ACE I.
16 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
18 Jim D's AD&D Campaign, 7:00pm - midnight.
18 Charlie's Vampire Campaign, 7:00pm - midnight
19 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
19 Jim D's Other AD&D Campaign, 7:00pm - midnight.
20 **Warhammer 40,000 Tournament**, 1:00pm at ACE I in Hampton. Restricted 800-point forces compete for plunder on a Space Hulk in a bloody, multi-player free-for-all. \$3.00 entry.
20 CyberPunk Campaign, 1:00pm - 7:00pm, ACE I.
23 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
25 Jim D's AD&D Campaign, 7:00pm - midnight.
25 Charlie's Vampire Campaign, 7:00pm - midnight
26 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
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27 Jimbo's Mechwarrior Campaign, 2:00pm - 9:00pm at ACE I in Hampton.
27 CyberPunk Campaign, 1:00pm - 7:00pm, ACE I.
30 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.

October

3-4 **Massive Sale** at ACE III in Denbigh. Prices up to

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half off!!! Great deals on Comics, Toys, Videos, Shirts, Beanies, Cards, and Games. Don't miss out on the action and excitement!

- 4 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. To be followed by a BattleTech tournament.