

ACE Game Club Newsletter

Minutes of the September 6 Meeting

Jim Destromp opened the meeting. He said that the club has \$456 on hand, though he needs to find the receipt for the copier and reconcile the books. The club has been spending on sodas, towels, and spent \$80 for pizzas at the August meeting. The copier was \$599 with an extra year warranty. Jim reminded members that everyone wants lockers, and so expired lockers will be moved out due to high demand. On the new version of the members list there are about 10 people expired or expiring. Please see the posted list.

Jim said that he has shut down the Kiln Creek store (though he plans to re-open across the street eventually) and that he will shut down the Denbigh store October. The Denbigh store has been on a sublet; it will move to a new place nearby if possible.

Dave Peterson asked for corrections to the calendar. He was told that Charlie is running Vampire on Saturdays.

Michael Menard said that the club is coming up on its officers' one-year anniversary, and this means that we need to be thinking about elections. We need to see if Mike Clancy wants to do another year. Speaking as a past club president, it is important to give the club officers the opportunity to back out gracefully if they have gotten burned out, their circumstances have changed, or whatever.

Jim said that he feels strongly that no one should do two consecutive years in office. He said that he will just let the club go away if no one wants to stand up and take on the responsibility of being president.

Michael added that the task is really not too daunting. After a year he got burnt out, but the workload was not too bad. But you definitely have to make it to all of the meetings.

Someone said that in organizations like this someone will get railroaded into doing it, but will back out if they really don't want to do it.

Jim said that Mike Clancy used to mail cards out before each meeting, but that he doesn't now. The club is in good shape. We have gotten rid of the cliques, and the new president just has to organize things. The president is the point of contact for activities like conventions. But if no one wants to do it, I'll pocket the money and close down the club (like it was in the bad old days). It is great to have a place to play, but you have to give as well as take. And the president can't just show up for monthly meetings; he has to be here during the month as well.

Michael said that the club's two other positions also need to be discussed. Dave Peterson handles the position of club scribe (secretary). [The club's treasurer position has been vacant for several months, as Lonnie was shipped in and out by the Military. Jim has taken care of the club's money in the interim. -Ed.]

Mike Clancy, who arrived at this point in the discussion, said that he did not have a problem either staying or going. Walt Kassel threw his hat in the ring (literally) for the job. [Someone else also expressed an interest in the presidency, but my notes don't say who it was. My apologies. -Ed.]

Michael pointed out that the difficulty with the club presidency is that there are a lot of "Indians" in the group. A few people have stepped up to the plate: Dennis did the game room painting, Stan and Mike rebuilt the tables. People like them have provided lots of support and made it a great year for the club.

At this point the discussion turned to the upcoming re-release of Warhammer 40,000. Michael said that the GW rumor mill says the initiative rule may change in the new release. Jim said that you should not be surprised to see something similar in the next 40K tournament.

Michael tried to explain how this might work in the game. Jim added that you can expect to see GW cutting way back on named characters and magic items.

Chris Borucki said that he is looking to start a Warhammer Fantasy campaign. He said that he wants forces of 1000-1500 points with a general, no more than one monster and one mage. See Chris after the meeting to sign up. The kick off will be as soon as possible, hopefully within two weeks.

Jim said that the club will now be running 40K tournaments on Sundays, and that the club's new 40K league needs a specific day. We need to lock in what is happening and put it on the calendar.

Michael said that we need a big calendar, otherwise we will have problems signing up for the wrong day or fitting all the events on the schedule. Jim agreed to pick up a calendar.

Mike Clancy said that he got five different prices on copiers, and we now of course have a shiny new, club members-only copier. Jim added that lots of people wandering in to use the copier are quite mad that the old public copier is gone, but good riddance. We did quite well on the new machine and got an extra year's warranty in the bargain. It is working out well.

Dave Peterson addressed the problem of crowding in the game room. He suggested possibly auctioning off one of the tables. He didn't get any interested in the prospect. Jim said that there will be an ungodly amount of stuff wedged in after the Denbigh store closes. It could be a real problem.

Chris Borucki said that the Warhammer Fantasy campaign will start Saturday September 19th at 1:00pm. It was agreed that Saturdays will now alternate between the BattleTech Mercenary campaign and the Warhammer Fantasy campaign. Chris got about five people interested in participating.

There were several motions to close the meeting. The club's October meeting will feature elections for club officers, so be thinking about it. A BattleTech tournament with 55-75 ton mechs followed the meeting.

40K League Starts

The ACE Game Club Warhammer 40,000 fall league started on Friday, September 25th. Jim Thorpe is the presiding game master. About fourteen players turned out for the kick-off meeting, representing armies from Eldar to Marines to Tyranids to Necrons and Battle Sisters. The league will meet every Friday at 7:00pm.

The winner of the league will receive a Space Marine army box set worth over \$200 compliments of Games Workshop!

League armies will be up to 1500 points and must have an army commander worth not more than 60 points. All other characters must be under 50 points and only one psyker is allowed. No allies, no more than five terminators or Orks in Mega-armor. No Epicast or Armorcast vehicles, and each army may have no more than one field. Finally, participation in the league is only open to club members.

Jim began by signing up each player had having him/her roll up three starting territories. The league will play for 10-12 weeks, or until a player obtains twelve territories by conquest. The territories are of several types identified by their dominant feature. The "Temple" territory, for example, gives you permission (but not extra points) to include extra unit types on your army list.

Each week the players will meet on Friday at 7:00pm. They will roll for pairing orders and then select an opponent for the week. The games may be played on Friday or another night, though the game master is supposed to be present to officiate. At each battle each player will select one of his/her territories to put up on the block. The

winning player will keep both of the contested territories.

Games Workshop expressed an interest to Jim Destromp in the league using the new Third Edition 40K rules. As none of the players had the new rules for the start of the league, they were neither willing nor able to do this.

Several 40K games were run on the kick-off night. Several more games were played on September 30th and October 1st. It looks like the league is off to a great start! Great job, Jim!

NEW RELEASES AT ACE!!!

New Mechs for BattleTech
Dogs of War for WFB
Ork Stronghold for 40K
Imperial Sentinel for 40K
Space Marine Command Squad for 40K
Warhammer 40,000 Third Edition Boxes Set, available after 10/5

Humor Dept: GW Universe Light Bulb Jokes

Q How many Space Marines does it take to change a light bulb?

A None, only Tech Marines can perform such a task.

Q How many Tech Marines does it take to change a light bulb?

A 3. 1 to change the bulb, 1 to chant the litany of the new bulb and 1 to perform the rites of passage on the old bulb.

Q How many space marine terminators does it take to change a light bulb?

A 3+ on 2d6.

Q How many Khorne Berserker terminators does it take to change a light bulb? A1) 3+ on 2D6 A2) 2+ on 2D6 A3) Taken literally it should be 2+ on 1D6! A4) Stop it, stop it all of you NO MORE!!!!

Q How many Eldar does it take to change a light bulb?

A 1, as long as they have chosen the path of the light bulb changer.

Q How many Eldar Farseers does it take to change a light bulb?

A Does it matter? We'll all be dead in a millenia, anyway.

Q How many Mekaniks dose it take to change a light bulb?

A 1 but the squig filament ignighter keeps biting off the hands of the gretchen ordered to turn it on.

Q How many Inquisitors does it take to change a light bulb?

A None, They can't do it but are very good at getting OTHER people to do it for them.

Q How many Inquisitors does it take to change a light bulb?

A Wrong question, Heretic. [click]

Q How many Slaneesh worshippers does it take to change a light bulb?

A 5. 1 to change the bulb and 4 to celebrate the role of the socket.

Q How many Squats does it take to change a light bulb?

A Four. One to carry the stepladder, one to change the bulb, and two to dress up on each others shoulders in a Guard uniform so no-one notices.

Q How many Zoats does it take to change a light bulb?

A 1, but half way through changing the bulb he disappears as he realizes he doesn't exist in 2nd ed

Q How many dwarfs does it take to change a light bulb?

A 1 Bulbsmith and a 6 dwarf-pyramid (he's got to get up there

somehow)

Q How many Lizardmen does it take to change a light bulb?

A None, a new bulb will spawn nearby and reply to its telepathic order from the Old Ones as soon as the old bulb expires, as foretold in the Old Ones' World Plan. (BTW, lizardman light bulbs last much longer than all others since they have an unmodifiable 4+ saving throw against damage)

Q How many Bretonnian Knights does it take to change a light bulb?

A Changing a light bulb is not chivalrous.

Q How many Dark Elves does it take to change a light bulb?

A 1, but DEs don't actually *change* light bulbs, they take it out, bath it in blood which repairs and rejuvenates it and then screw it back in the socket.

Q How many Dark Elves does it take to change a light bulb?

A 4. 1 to take out the old bulb, one to perform a sacrificial dance of depravity to Khain and two to plug in the high elf.

The blame for these jokes can also be laid at the doorstep of: Molly Peyton, Jerry The Slightly Mad, Tom Beliech, Anon, Ville Kiveks, JasonALang, Travis Baumann, Ranger, Stephan Meissl, Andrew Gray, Tiamat6, One of the Loyds, Rabid, Geekum.

Review: Warhammer 40,000 Third Edition Boxed Set by Marc Farrimond

Presented for the very first time in two formats, Warhammer 40,000 3rd Edition grabs the attention from the very off. Whether you buy the boxed set, complete with rules and miniatures, or you opt to purchase the rules separately in the practical and attractive slip cover, you will notice the size does matter instantly. The box is packed (literally) to the brim with miniatures and terrain pieces and then there is the rulebook. The rule book of the new system is a huge tome with a sample of the excellent new box artwork by John Blanche gracing its cover. The new green logo strikes out from the cover, contrasting in perfect union with the dark marbled effect of the binding. But as with a lot of things looks can be deceptive, after all a great cover doesn't necessarily mean a great game! So I opened the rule book, the scent of fresh print wafting up to my nostrils, a feeling like none that one can really describe. The rule book is a massive 288 pages and covers all the aspects needed to play the highly popular system. Broken down into five sections each covering the game, history, races, and rules needed to bring the system to life.

INTRODUCTION. A very important aspect to any game as it sets the precedent for the rest of the game, and the way that one approaches it. Some very stark and striking black and white illustrations from John Blanche grace the first few pages and a brief overview of the system, and all at once any fears are elated. Many scoff at John Blanches visions of the war torn worlds of the future, but none can deny the fact that his dark view of a more gothic universe fits in perfectly with the history of the game. In fact the book is crammed with hundreds of drawings and paintings based on the Games Workshop 40K universe, each adding its own unique flavour to the game. Add to this lots and lots of quotes (look on the bottom of most of the grey pages) from Imperial and Chaos commanders (among others) and you have a very graphically excellent looking book on your hands.

Following a brief introduction to the system by games guru Rick Priestly, we are given a basic tour of the system and its setting by the use of a series of passages that describe a sample game (sort of like a battle report only very toned down) which is excellent for new players to read, a look at terrain and painted miniatures and ideas on making your own terrain. All in all a good introduction to the game and as is expected of one of the largest games companies in the world, well up to the excellent layout and design.

THE RULES. So what has changed? Well even by just thumbing your way through the rules section of the book you cant help but notice that

certain things have gone, and others have taken their place. In the old system the game was split into phases that were carried out each turn, until the battle was over one way or another these being: Movement, Shooting, Hand to hand combat, Psychic, and Rally. Movement and Shooting phases still stay in the rules (although now changed more later) and a new phase has been added to take over the old Hand to Hand combat, that of Assault. Psychic and rally phases are now completely gone.

MOVEMENT. Unlike the previous editions of Warhammer 40,000, this new system has dispensed with the old movement value (M) entirely with the majority troops being able to move at the same rate (a couple of exceptions are Hormaguants and Horses) that being 6" per model. Using a nice round figure for the movement is a great idea and speeds up game play no end. However unlike the old system, if a trooper or squad moved in the Movement phase, then it seriously affects the way that it/they shoot in the next phase. For example.

A Marine squad moves across the battle field its full movement rate. It may then in the Shooting phase fire its weapons once. If it had stayed still it would have got two shots. If a unit moves and the heavy weapons trooper stays still, he/she still cant fire, as they are counted as being a part of the same squad and follow the rest of their unit.

Of course this leads to some great tactical ideas. Should you run the risk of moving in closer to your foe and not being able to bring your big guns to bear, or do you sit back and wait, taking full advantage of being able to shoot all your guns (except the heavy) twice? Pros and cons! Only the situation on the games table can really decide if you should or shouldn't move. Having moved its full or part of its allowance the model is classed as having finished its Movement phase (although it may move again in the Assault phase!) and once you have moved all the troops you wish to its on to the Shooting phase and time to cause some damage.

SHOOTING. As with every other version of Warhammer that has come before, the third edition uses a basic profile system to work out how models react on the tabletop.

Space Marine	WS	BS	S	T	W	I	A	LD	SV
	4	4	4	4	1	4	1	8	+3

The profile is as usual simple to read and each characteristic is explained in full for those players new to the system or wargaming. As with previous editions a model uses its BS (Ballistics Skill) to work out if it can or cant hit an opposing model. A target is nominated (anything except a character unless its the closest model or 6 inches away!) and then the range is measured. In the new system weapons have changed format and are now classed as Rapid Fire(Bolters, Shurikens, as-guns, etc)Blast (weapons with an area affect), Flame(Flamers,

etc) Pistol, Heavy(Las cannons, etc) and Assault (Flamer pistol, mandiblasters, etc). Each weapon type is listed in the army lists for the system and its very easy to work out if you can or cant hit, just measure the range and if its under the weapons maximum range distance you can hit no problem, above and the shot will miss! The higher the BS the easier it is too hit, and a Marine with a BS:4 will hit a target on a 3+ (3,4,5,6) as the Marines BS is subtracted from 7 (the standard way of working out combat) 7-4=3. Unlike the old system where combat was worked out for each individual model, one now rolls as many attack dice as there are members of the squad to hit. So if you have a 5 man Marine squad you will roll 5 dice, if they didn't move in the Movement phase they shoot twice giving you 10 dice to shoot with (unless using an Assault weapon, ie a Flamer or using a heavy weapon such as a Missile Launcher!) and then all hits (3-6) are counted and misses (1-2) removed.

To wound as with before one cross-references the targets Toughness (T) against the Strength (S) of the weapon and then rolls the dice again to see if they managed to wound the target. If the target is wounded it gets to make a Saving Throw (SV) against its own value.Example:

Marine squad Tyco spot an Ork lurking around near some ruins. Seizing the moment the Sgt orders his men to open fire. All five Marines shoot with their Bolters (5 dice for the squad) as they have already moved this turn. The player rolls 1,2,4,4,3 (three hits and two misses) and then rolls the wound (Ork's Toughness is 4 weapon strength is 4, needing 4+ to wound!). The Marine player rolls 2,5,5, causing two wounds. The Ork Kommander must then make 2 saves for his Ork model. The Ork Kommander rolls 1,4,2, (1 save) and seeing as it has two wounds it lives to fight another day.

That is as simple as it sounds the basics of the combat. Of course other things need to be taken into account, such as shooting at troops in cover, and vehicles, but these are also covered in great detail. Once the shooting is over the opposing player works out if he has taken too many casualties that turn (25% of the original squad size) and if so must roll under his/her Leadership (LD) on 2d6. If the roll is passed the unit fights as normal, but if it fails the unit then retires in the direction of its deployment zones table edge 2d6 inches. If the roll takes the unit from the table its out of the battle for good. Units that are retreating still get to protect themselves against other attacks in hand to hand combat, and will if still retreating be able to fire their weapons. A rally roll is made for retiring units at the beginning of their next turn, if they fail and move into cover in the Movement phase they can roll again.

ASSAULT. Taking a leaf from another Games Workshop product of a very similar name (Epic Warhammer 40,000!) we now come to the phase that has given a lot of the staff members at the many GW stores over the world some headaches, but once you have got the hang of it, you will wonder how you where puzzled in the first place.

During the Assault phase any units on the controlling players side may move again if they are within 6" of an enemy. If this is the case they can move into combat with the enemy and make a hand to hand assault against them. The entire unit will make the move and if a model is within 2" of an enemy model it can still attack, just as if it were in base to base contact, this represents models giving support fire to their fellow squad members as they close in for the kill. Any model that is more than the 6" range may not move in the Assault phase. Example:

Our Marines are still within 6" of the Ork they shot at in the Shooting phase. With a heart felt pledge to the Emperor they charge at the poor creature. Only 2 of the Marines can reach the Ork and get into base to base contact, with a third being able to reach an inch away. But due to the ruins that the Ork is hiding in, the remaining troops cant quite reach him. Marines have an higher Initiative (I) score so the Marine player attacks first. The Marine Commander rolls 6d6 (one for each Marine that can attack, and one for charging the Ork) for the squad, coming up with 3,2,6,5,1 meaning that he has scored only 2 hits, then he rolls 4,4, causing 2 wounds. The Ork rolls his SV for the wounds, and the turn goes to the Ork Kommander who Orks being Orks gets down and dirty. Orks get 2 attacks in hand to hand combat making them very nasty to mess with, plus the Ork I armed with a Power Klaw which gives him a Strength of 8 in hand to hand combat (doubled the original strength) meaning he only needs a 3+ to hit and a 2+ to wound. The Ork player rolls 2 dice coming up with 6,6 scoring two hits and then rolls 3,4, causing two wounds. The strength of the attack is double the toughness, which would normally kill a model outright regardless of the wounds it has left, but it is also a Power Klaw and ignores armour saves. So two Marines give their lives in service of the Emperor (1 wound each, so two die and are removed from play).

You don't want your troops to lose a combat (as if!) as it can be very nasty using some of the new ideas in the game. If a troop looses a round and breaks and runs off towards its table edge, other troops on the opposing side can take advantage of this fact. Retiring troops who have to cross into non friendly troops are liable to be destroyed by a Sweeping Advance which means that they will have to fight a combat again without any bonuses. Also if they move past an enemy model or unit that hasn't been engaged in hand to hand that turn they must roll for the retreat roll if it takes them past the non friendly unit they are destroyed (regardless of wounds left) by a hail of crossfire!

And that is basically that! Of course the system is much more than this and I have only touched on the basics of combat here as both time constraints and not wishing to give too much away are paramount at the moment, but if you can make sense of the basic examples I have given above, then you can easily get the hang of the game. As mentioned before a lot of players of the old system will find the new rules very simple to get into, and not that many major changes have happened to make game play difficult.

OTHER STUFF. The rest of the book covers other aspects of the game. In the Age of the Imperium section we are given a very brief look at life in the Warhammer 40,000 universe and the races that interact/war with humanity. Some excellent diagrams and drawings are littered throughout the book, and cover everything from the look of Eldar and Marines to exploded diagrams of a Bolter. The coverage is taken from the viewpoint of a human and only briefly touches on the other races (as they will all get their moment in the spotlight in the codexes over the coming months).

Onto the army lists and we are given nine full listings (with more to come later in White Dwarf) for the following. Space Marines, Dark Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, The Imperial Guard, The Orks, Sisters of Battle, and Heroes of the Imperium.

Yes it still is possible to use all your old armies from 2nd edition to 3rd edition, with only a few changes! The Squats are gone for the moment so you cant field a Squat army with the new edition rules, I have it on very good authority that they will be back quite soon, and that even a competition may be held to find the best Squat force history and design, truly allowing the players of the race to shape the future of the game. A couple of the old models in the Orks range are no longer in the new rules, and I have heard that some of the more powerful characters will be toned down dramatically so they fit in with the new rules. A Q&A section will be set up to deal with this problem (if you can call it that) in future White Dwarf magazines.

PSYKERS. The Psychic phase in the old system was something of an hit and miss affair. Firstly you needed to have access to the Dark Millennium supplement to get the most from the game. Then the added problems of using cards for both spells and the power to use them and finally the fact that some of the spells where way too powerful and made a mockery of the game. All this is changed now (thank god) and the new system still allows Psykers but they are more toned down.

Now each army that can take these special troops (Eldar, Marine, Chaos) can only use one power a turn and are limited to what they can take. To use a power the player must roll under the Psykers LD value on 2d6 for the power to work. If this succeeds the power takes effect and the relevant actions are taken. If this fails nothing happened, but if a double 1 is rolled the player is attacked by a warp creature and may end up dead (the power still works though). All in all Psykers are more easy to handle and nowhere near as dangerous as before.

OVERWATCH. One of the long bane's or the last edition (a rule that was bent out of shape far too often!) was the Overwatch rule. This allowed a model of Character to do nothing in its turn and react to any movement or actions for the enemy in their own turn. Far to many times this caused arguments among gamers as too just who could fire at who and when, and now thankfully it is gone.

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ACE Game Club Events

October

- 2 Jim D's AD&D Campaign, 7:00pm - midnight.
- 2 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 1 of 12.
- 3-4 **"Quickie" Sale** at ACE I in Hampton. All bin comics \$1.00, don't miss out!!! Games Workshop 15% off, cards singles %50 off, games and minis 20% off, toys, shirts,

- 3 videos, SLUS, new comics 25% off.
- 3 Charlie's Vampire Campaign, 7:00pm –midnight.
- 3 Warhammer Fantasy campaign by Chris Borucki, 12:00n at ACE I in Hampton.
- 3 Jim D's Other AD&D Campaign, 7:00pm midnight.
- 4 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Features elections for club officers.
- 4 **"Ball-Hawg" BattleTech Tournament**, 1:00pm immediately following the club meeting. Inner Sphere, 55-75 tons, 3050 and older, no teams. \$3.00 entry, \$5.00 for non-members.
- 7 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 9 Jim D's AD&D Campaign, 7:00pm - midnight.
- 9 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 2 of 12.
- 10 Charlie's Vampire Campaign, 7:00pm –midnight.
- 10 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 10 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 11 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 11 CyberPunk Campaign, 1:00pm – 7:00pm, ACE I.
- 14 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 16 Jim D's AD&D Campaign, 7:00pm - midnight.
- 16 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 3 of 12.
- 17 Charlie's Vampire Campaign, 7:00pm –midnight
- 17 Warhammer Fantasy campaign by Chris Borucki, 12:00n at ACE I in Hampton.
- 17 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 18 **Warhammer 40,000 Tournament**, 1:00pm at ACE I in Hampton. Restricted 800-point forces battle using house multi-player rules. \$3.00 entry.
- 18 CyberPunk Campaign, 1:00pm – 7:00pm, ACE I.
- 21 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 23 Jim D's AD&D Campaign, 7:00pm - midnight.
- 23 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 4 of 12.
- 24 Charlie's Vampire Campaign, 7:00pm –midnight
- 24 BattleTech Mercenary Campaign, 12:00n at ACE I in Hampton.
- 24 Jim D's Other AD&D Campaign, 7:00pm - midnight.
- 25 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 25 CyberPunk Campaign, 1:00pm – 7:00pm, ACE I.
- 28 Dave's D&D Campaign, 7:00pm - 10:00pm, ACE I.
- 30 Jim D's AD&D Campaign, 7:00pm - midnight.
- 30 Warhammer 40,000 League game mastered by Jim Thorpe 7:00pm at ACE I. Week 5 of 12.
- 31 **Halloween**
- 31 Charlie's Vampire Campaign, 7:00pm –midnight
- 31 Warhammer Fantasy campaign by Chris Borucki, 12:00n at ACE I in Hampton.

31 Jim D's Other AD&D Campaign, 7:00pm - midnight.

November

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

6-8 **Sci-Con 20** presented by Hampton Roads Science Fiction Association at Holiday Inn Executive Center, Virginia Beach. Registration \$30 until Oct 31 or \$35 at the door. Saturday-only \$20. Includes art show, dealers' room, panels, autograph sessions, con suite, gaming, live-action role playing, videos, costumes, filking, and Saturday night dance. Gaming guest of honor will be Peter Schweighofer of Star Wars fame.