

ACE Game Club Newsletter

Minutes of the March 7 Meeting

Noel opened the meeting, saying that Jim and Zak would report on the club treasury. Noel added that there would be a Babylon 5 CCG demonstration after the meeting.

Zak reported that the club treasury currently contains \$971.89.

Noel said that Jim reports that the club's membership is going up and up. We need to move some of the games off of Saturdays as the club's gaming space is very crowded then. Noel suggested that pick-up games be played on weekdays or at the Denbigh store whenever possible.

Noel thanked Dave Peterson for the hard work he puts into the newsletter, and noted that its recent upgrades are much appreciated.

Noel reported that the club's Warhammer Fantasy and Warhammer 40,000 events are winding down, and that the players are looking into reorganizing for the next campaigns. We are looking for viable ideas for a BattleTech campaign.

Hugh said that most BattleTech play is Inner Sphere with occasional Clan games. He said that he is working on a scenario where you play a star commander in charge of a star of five mechs. Suggestions are welcome, as it is just at the ideas stage.

Jim Destromp reported that the Denbigh store is running sanctioned Star Wars CCG and Star Trek CCG. He was sad to report that the game distributor Alliance dropped Enigma and Harlequin from their catalogue. Harlequin just put out Night Goblins. With both Alliance and the Armory dropping these companies, it is kind of sad. Any Enigma or Harlequin orders will now need to be made direct to the publishers.

Jim chastized the members for lack of organization. The need to clear out and rent lockers was brought up last meeting, but nothing has happened since then. The group needs to set a date to get things like this done, and then make sure that the designated people follow through. Jim said that he would take care of getting the membership cards printed up. Jim reported that many new members are playing during the week, before or after the swing shifts. Also, RIFTS is meeting Thursday, Necromunda is meeting on Friday afternoon and Saturday afternoon. We are looking at the possibility of running Solaris. Dave G is looking for players for his custom RPG. People interested in Ancients should take a look at 15mm scale armies. Chris's Gauls look great; he mounts them on magnetic strips and then stores them in small steel boxes. Armies in 15mm scale are about \$15 for the whole army (not two figures but the whole army), and under the DBA rules the game runs about half an hour. Jim also reminded members that the publisher of the Babylon 5 CCG is supposed to have a representative here at 2:00pm to do demonstrations.

Jim said that the group is looking at alternative armies because Games Workshop has raised its prices again. Interested players can look at Leo's nice-looking Harlequin Night Goblin army. Jim was surprised that 40K activity dropped off drastically this week. Players are still wanted for historical/ancients games on Monday and Tuesday nights. Remember, ancients games don't take long or cost much. Also, a Crimson Skies league could be neat. The models for Crimson Skies look like a cross between WWI and WWIII. It looks like it has good potential for a league; there could even be team color schemes, bomber jackets, or T-shirts, etc. See FASA on the web at www.fasa.com for ideas. And speaking of FASA, *Shattered Sphere* in the Twilight of the Clans series is finally out.

A call went out for players wanted for Car Wars. The game master has all the materials.

Jim reminded the group that next month is the club auction. Bring

your old stuff and turn it into cash. The club gets 10% of the take. Noel is appointed auctioneer.

Jim said that he would order club membership cards from the printer next week. Jim asked who was going to be in charge of the locker issue. [*My records do not show who responded to this, if anyone. - Ed.*] The idea for a TV and videos in the game room received no feedback after the last meeting, so it is apparently dead. The room is usually too noisy anyway. A call went out to organize a BattleTech CCG league. A league for L5R was also mentioned; the publisher of L5R wants the club to run sanctioned tournaments.

Leo said that he was interested in finding out how many people were interested in a Crimson Skies league. The format might be two players and two planes each for each round.

Rich mentioned the game's feature of dodging into terrain features, and also noted the games mechanics involving piloting rolls and G-force. Templates are used to model the penetration of weapons through armor. Pilots can advance as in BattleTech campaigns.

With no further items on the agenda, Noel adjourned the meeting.

Winner's Circle

Jim Thorpe won last month's Warhammer 40,000 League with a Genestealer force that ate everyone alive. Congrats Jimbo! As to the rest of you, welcome to the brotherhood!

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ACE Game Club Events

April

- 1 RIFTS RPG, 5:30pm – 9:00pm, ACE I. Open – players wanted!
- 2 Nick's Friday Necromunda Campaign, 5:30pm-8:00pm.
- 2 Jim D's Friday AD&D Campaign, 8:00pm – midnight.
- 3 Necromunda by Mike Clancy, 2:00pm at ACE I. Only six basic gangs and some house rules.
- 3 AD&D Campaign by David Golobic, 3:00pm-8:00pm at ACE I. Character levels 1-3. Open – looking for players!
- 3 AD&D Campaign by Rich Lewis, 8:00pm-midnight at ACE I. This group is filled.
- 7 Dave's/Shawn's D&D Campaign, 6:00pm – 9:00pm, ACE I.
- 8 RIFTS RPG, 5:30pm – 9:00pm, ACE I. Open – players wanted!
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- 10 **RadCon 2.** Hampton Holiday Inn, 1815 W. Mercury Blvd, 9:00am-4:00pm. Featuring Comics, Science Fiction, Fantasy, and Gaming, Demos, Martial Arts Demo, Dealers' Room. All attendees will receive free promo items from publishers; door prizes will include

limited and signed editions. Admission only \$4.50 at the door. For more info contact Aria Press, 12538-28 Jefferson Ave.

- 11 Magic/Star Trek/Star Wars/Pokemon CCG, 12:00n at ACE I in Hampton. Non-members and members welcome.
- 11 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. Members-only auction to benefit the club treasury to be held after the meeting!
- 11 Jimbo's Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 11 Ravenloft Campaign by Lonny, 2:00pm-6:00pm at ACE I. Players wanted!
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- 18 Magic/Star Trek/Star Wars/Pokemon CCG, 12:00n at ACE I in Hampton. Non-members and members welcome.
- 18 **BattleTech Tournament** 1:00pm – 7:00pm at ACE I in Hampton. Entry \$3.00, non-members \$5.00.
- 18 Ravenloft Campaign by Lonny, 2:00pm-6:00pm at ACE I. Players wanted!
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May

1-2 Mayday Sale at ACE I in Hampton. Check out great deals on comics, cards, games, videos, and T-shirts. Great deals on all back-issue comics.

2 ACE Game Club Meeting, 1:00pm at ACE I in Hampton.

21-23 Patriot Games. Sci-Fi, Fantasy, and gaming Con in Richmond, Virginia. Featuring Caprizio, 16 RPGA events, card gaming, miniatures and war gaming, panels, con suite, video room, and dealers' room. Holiday Inn Central, Richmond, VA.

July

9-10 Games Day 1999, Baltimore Convention Center, Baltimore MD. Games Workshop's annual convention and Golden Demon painting contest. Tickets go on sale April 19th.

Note: The ACE Game Club does not endorse these or any conventions. We just want to keep you informed.

Game Club Classifieds

Wanted

Patrick Rault is looking for WFB Empire miniatures to build his army. He is also looking for Van Saar gangers. He is willing to buy or trade for 40K Orks or other figures, or possibly for leftover Easter candy.

For Sale:

Dave Peterson has one copy of the extremely rare Warhammer 40,000 Novel, *Harlequin*, by Ian Watson for sale. The book is a "Collector's Edition" hardcover in immaculate condition including dust jacket. Asking \$75 firm.

Want to see your classified in this space next month? Just turn it in to Jim Destromp at ACE I by the third Friday of the month. It's free!

Hot List for April

- Crimson Skies (FASA)
- BattleFleet Gothic (Games Workshop)