

ACE Game Club Newsletter

Minutes of the May 2 Meeting

It was well past meeting time and your humble club scribe was the only officer present. "Looks like we're minus a President," commented former club President Michael Menard as he opened the meeting. Is this a little Napoleon complex? We have lots of money, let's spend it! Ha! Ha! Ha!

Jim Destromp said that Lonny will be leaving the area and that the club will be throwing a going away party at 5:00pm today (May 2). The club will buy a dinner of saltines, chili peppers, and boiled eggs.

Jim went on to update the members on the status of various business items, games, and campaigns. The club's treasury currently has \$958.07. The club roster has 116 members with 28 expired, including Clarence Allen, Jason Bland, Justin Colt, Wade, Rob, Alan Glazer, Rally, Terry Lee Lewis, Brian McReynolds, Michael Menard, Jim Morris, Hugh Peoples, Dennis Powell, Brett Rinsburg, Lee, Kent, and Justin Smith. *[My apologies if your name is butchered in this list. But after all, you didn't make sure I had the correct spelling in the minutes before you left, did you? -Ed.]*

Jim said that Rich Lewis is working on Crimson Skies league/campaign rules. Friday night a Star Fleet game was shown off by its creator. He will be running this "house rules" RPG/tabletop fleet game this evening at 5:00 and is looking for players. You have to see the excellent star tablecloth and layout to believe it. BattleFleet Gothic will be run by Dave Peterson on Monday nights. We have five people on board, according to the white board signup list. We are expecting a Roman army to come in for DBA Ancients. Jim said that he would take on running the Warhammer Fantasy Battles league and start it in one week. It will take 2 1/2 weeks to get Full Thrust rules in from California. Paul Eychaner is working on rules for the new Warhammer 40,000 league.

Paul said that the new 40K league will feature "fixed armies." Each player will have the same army list every week, and will only be allowed to use the powers of up to five of his captured territories at one time. At the maximum this will yield 200 extra points. Players can use rulebook or codex army lists, and will receive reinforcements after four weeks of play (remember, that's four weeks of play, not four weeks of time).

Jim mentioned that he plans to start ordering new Games Workshop products. GW has a new sales rep that seems to have his act together.

Paul said that running Second Edition 40K would be of interest to him, as he personally doesn't like the Third Edition rules and the armies unique (aka the Dark Eldar) to Third Edition could easily be converted. *[You might think from this discussion that a rules change was called for, but the current "summer league" 40K games will be run under Third Edition.-Ed.]* Paul also mentioned that his old gaming group used to use a bulletin board to schedule games. He would like to see this system used at ACE.

Jim said that we are not getting information on events (such as the club meetings) out to the members well. We need someone to do the horrible work of calling people for meetings and expirations.

Jim said that there will be a Warhammer 40,000 tournament on May 23rd, using Third Edition rules and 500 point armies with restrictions. It will be a multiplayer event, and the turn sequence will be such that if someone shoots you, you will not get a chance to return fire until your own turn. Jim dropped a few more hints about the event. There will be at least 20 feet of table. Squad integrity will be enforced. This will be a game with objectives on the table. We don't want to pick on any one army, but we are worried that units with high movement characteristics may unbalance the game.

Dave Peterson asked the rules lawyers and 40K army commanders

presented to offer their suggestions for maintaining game balance. Paul suggested that armies with fast speed are balanced by a lack of armor.

Jim said that he would like to run some extravagantly large events in the near future, rather than doing just the same old stuff. He hoped that this 40K multi-player scenario will attract a large number of players, and that it will generate good mayhem and lots of fun. Jim said that he would also like to see a huge ancients game with really large forces. Jim also said that he would like to do an "all-nighter" of game play and food on the next available holiday weekend.

Jim concluded that the 40K tournament will allow single-occupant vehicles and jump packs, but that neither will be able to carry the bulky objectives. Paul agreed to look over the army lists while players set up. Admission for this event will be \$3.00 for members and \$5.00 for non-members.

Jim asked players interested in Ancients battles using DBA to get in touch with him; he will be placing special orders for 15mm Ancients figures this week. DBA will start soon. Magic 6th Edition sealed deck will also be held soon. AEG, publisher of Legend of the Five Rings keeps asking us to do their game, but their great-looking figures are rather expensive.

Chris Companion said that a good web site for free DBA army lists is www.altdorf.com/ancients. There are a few errors, but it is a good source of information.

Jim reminded members that there will be a BattleTech tournament on May 30th. If there are at least 12 people for the Warhammer Fantasy league, the games will be fought with two-player teams, randomly assigned. Jim adjourned the meeting.

Name-the-Newsletter Contest!!

Yes, you heard right! We are holding a contest to give the newsletter a facelift. The prize will be a gift certificate from the Game Club! Submit your entries by June 30th to Jim Destromp at ACE I. Entries must include a name and a logo for the ACE Game Club Newsletter. Entries can be in either paper or electronic format.

ACE I All-Night GameFest on May 22

Here are a few of the happenings from the most recent ACE I All-Night GameFest. Dave Golobic ran his own version of a Paladium-type RPG from approx. 8pm to 4 am. Warhammer 40K ran until about 5 am (various 2-player games). Massive Battletech game between Rich Lewis and Hugh Peoples (approx. 50 mechs each). Game started at 8:30 and ran until 4:30 am. Magic was played all night. Tracy ran his Star Trek (SFB) version from about 10 pm until about 1 am. The new Star Wars CCG "Young Jedi" was played in the front room all night. Patrick Rault and others played Necromunda from about 6 pm until about 10 pm. Mike Brindle ran a Crimson Skies game from about 1 am until around 4 am. The club bought all game club members a drink and also bought pizzas for all. Jimbo (Skaven) fought Dennis (Skeletons) in a Warhammer Fantasy battle (the Skaven crushed 'em). Jimbo also fought one other game and crushed his opponent then too. Noe (Chaos) fought Hugh (Dark Elves) in Warhammer Fantasy and the Elves got crushed!

Warhammer 40,000 Tournament on May 23

A Warhammer 40,000 tournament was held at ACE I on May 23rd. Eight players participated, representing (from left to right around the table) Orks, Eldar, Nurgle Marines, Genestealers, Necrons, Dark Eldar, and Chaos Marines.

The game opened with the Nurgle Marines getting pinched between the Eldar and Genestealer armies. The Ork army (including lots of Boyz and Grots) then proceeded to shoot up the Eldar. By then the

Nurgle Marines were down to one man! Soon the Genestealer army was ground down to 4 models, and there were no Eldar units left at all! The Necrons then turned on the Orks and wiped them out. The Orks kept killing Necrons, but each figure got back up (using a Necron special ability) as many as three times. Meanwhile the greenskins found their numbers whittled away. Meanwhile, the Dark Eldar wiped out the Chaos Marines, but in the process took such heavy casualties that they became easy prey. The Necrons exterminated the Dark Eldar, and won the tournament. The game took about 4 ½ hours and was over by 6:00pm.

BattleFleet Gothic Campaign Postponed

The BattleFleet Gothic “Gethsemene Cluster” Campaign on Monday nights got off to a good start on May 10th. Alfred Felipe played the Chaos Admiral, and Dave Peterson and Jason Minor played the Imperial Fleet Commanders. However, game master Dave Peterson broke his foot on May 15th, and the campaign has been postponed until he recovers.

The game on May 10th was a cruiser clash in the Fier system. The Chaos fleet consisted of Slaughter, Murder, and Devastator cruisers with fleet support from squadrons of Hades and Idolator support craft. The Imperial force consisted of a Mars battle cruiser, Lunar, Gothic, and Dictator cruisers, and a squadron of Cobra destroyers.

Though the game was not played to its bitter end due to time constraints, Admiral Felipe was declared the winner and awarded 1 renown point and control of the Fier system for his performance. Players interested in joining the campaign when it resumes should contact Dave Peterson.

Coming Soon!

Mike Brindle’s Crimson Skies Campaign, Warhammer Fantasy Battles League, DBA Ancients



ACE Game Club Events

June

- 2 Dave’s D&D/Shawn’s Return to the Tomb of Horrors D&D Campaign, 6:00pm – 9:00pm, ACE I.
- 3 RIFTS RPG, 5:30pm – 9:00pm, ACE I. Open – players wanted!
- 4 Nick’s Friday Necromunda Campaign, 5:30pm-8:00pm.
- 5 Jim D’s Friday AD&D Campaign, 8:00pm - midnight.
- 5 Necromunda by Mike Clancy, 2:00pm at ACE I. Only six basic gangs and some house rules.
- 5 AD&D Campaign by David Golobic, 3:00pm-8:00pm at ACE I. Character levels 1-3. Open – looking for players!
- 5 AD&D Campaign by Rich Lewis, 8:00pm-midnight at ACE I. This group is filled.
- 6 **ACE Game Club Meeting**, 1:00pm at ACE I in Hampton. FULL THRUST DEMO TO FOLLOW MEETING.
- 6 Magic/Star Trek/Star Wars/Pokemon CCG, 12:00n at ACE I in Hampton. Non-members and members welcome.
- 6 Jimbo’s Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
- 9 Dave’s D&D/Shawn’s Return to the Tomb of Horrors D&D Campaign, 6:00pm - 9:00pm, ACE I.
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 - 20 **Father’s Day**. Jimbo’s Mechwarrior Campaign, 2:00pm – 9:00pm at ACE I in Hampton.
 - 23 Dave’s D&D/Shawn’s Return to the Tomb of Horros D&D Campaign, 6:00pm - 9:00pm, ACE I.
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 - 26 AD&D Campaign by Rich Lewis, 8:00pm-midnight at ACE I. This group is filled.
 - 27 **Warhammer 40,000 Tournament** 1:00pm – 7:00pm at ACE I in Hampton. Entry \$3.00, non-members \$5.00. Third Edition rules with special multi-player house rules with restricted 500-point forces. Must include one force commander, and one valid squad according to 3rd Ed rulebook, WD, or codex. No special characters, reserve troops, or infiltrators. This will be an objective scenario with a time limit.
 - 27 Magic/Star Trek/Star Wars/Pokemon CCG, 12:00n at ACE I in Hampton. Non-members and members welcome.
 - 30 Dave’s D&D/Shawn’s Return to the Tomb of Horros D&D Campaign, 6:00pm - 9:00pm, ACE I.
- July**
- 9-10 Games Day 1999**, Baltimore Convention Center, Baltimore MD. Games Workshop’s annual convention and Golden Demon painting contest. More events than you can shake a red plastic stick at!