

# ACE Game Club Newsletter

## Minutes of the July 11 Meeting

Noel More opened the meeting. Kent Shufford reported on Games Day 1999 in Baltimore, from which he had just returned. None of us [fellow Game Club members] made the first cut in the painting contest, he explained. There were a few crappy pieces, a large number of average-to-good figures, and a few awesome miniatures. (For those of you who are ancient history buffs, ACE painters won five of the seven painting categories in the first U.S. Games Day, way back when!) Some of the excellent pieces included an Ultramarines vs. Necrons battle scene, and a Dark Eldar slave raid against Imperial Guard scene.

The games, continued Kent, were okay. Some games were not well represented. For instance, there was only one Epic 40,000 table, and only three Epic players were visible, according to Kent. On the flip side, the new 10 mm Warhammer Fantasy [Warmaster] game was demonstrated. The new Imperial Guard codex, to be released in three months, was on display. Kent said that he looked through the forthcoming Harlequin codex and it was obscene [with respect to game balance], and should be banned.

Kent offered his observation of the armies that were well represented (or not). He saw no Dark Angel players apart from the Dark Angels event, few Blood Angels, tons of Imperial Fists, and plenty of Ultramarines and custom-painted space marine chapters.

In addition to the "bring and battle" tables, there were some unique and interesting events. One table had a special "Troll Island" scenario where you could bring any troll-hunter and go chase down some big green baddies. Another custom battle table was an all-bike "Death Race." There was a deadly ice planet scenario with Ultramarines vs. Dark Eldar. The set armies gave the Ultramarine side a heavy emphasis on armor. Kent said that the winning shot in his game there was made by rolling three sixes in a row in order to take town a Raider! Kent added that he learned some interesting nuances of the 40K third edition rules during the mega-battle. The officials there said that you can shoot vehicles behind enemy troops *unless* the screening troops are base-to-base with the vehicle.

Kent mentioned a few other Games Day goodies. There were many new unreleased figures on display, including cool new Amazons for Dogs of War, Sisters of Battle, and Skaven for Mordheim. Mordheim was pretty popular throughout the weekend. Kent said he brought back the new Assassins codex (to be released as a freebie in the next issue of *White Dwarf*), and some info on limited edition resin refit kits for Imperial Guard tanks. The tank kits are essentially turret and gun replacements (long barrel, short barrel, flamer, flack, etc.) for existing tank hulls. He also mentioned the new Ork codex as being chock full of nasty orky stuff.

Turning from the Games Day news, Noel reported that the club treasury now contains \$980, mostly in \$1 bills.

Jim Destromp reported that the first Pokemon tournament on July 10 saw 22 kids ages 5-12 participate—and nearly half that many parents were also in attendance. Jim said that he expects next week's encore Pokemon tournament to be even bigger.

Noel said that Rich will be leaving the area after his surgery, and will be taking the short game room table and the unfinished stools with him, and they are his. These will need replacement. Jim said that he is always yelling at people to sit on the folding chairs correctly, and half of them are already broken.

Noel said that Kent will be running a demonstration game of Full Thrust after the meeting. Some people say that much of BattleFleet Gothic was "borrowed" from this popular game—you be the judge!

Jim related that he expects to get in some nice miniatures from GW's less expensive competitors, featuring Space Dwarves, Space Elves, and Space Orks. These will be packaged at \$29 for 15 metal figures. Jim said that he and Chris have been looking into DBA 15mm ancients, and that he and Pat had finally gotten together for a few games and had had a good time. Jim said he has rules for 25 mm fantasy-vs-ancients that look like they will be tons of fun. The rules allow no powerful magic items, and what magic weapons are available act like conventional weapons. Jim said that this "DBA fantasy 25 mm" game will meet on the third Tuesday on the month. Those interested in putting armies together should know that the army lists are mostly generic types. It looks like it will be great fun.



Noel turned to the doings of the club's leagues. The Warhammer Fantasy league apparently fizzled, he said. The Warhammer 40,000 league has seen a few games. Kent said that he has been talking with Jim about doing a fall 40K league.

Noel said that Armorcast (having been put out of the 40K business by Games Workshop) has turned to making 8-inch high mechs. They have put out a beautiful Madcat. Noel added that, speaking of BattleTech, the two-for-one distance scale used in a recent BattleTech game really picked up the game, making it fast and unpredictable. Look for more of this in the future.

Chris said that Historicon in Pennsylvania is in two weeks. It is the largest historical miniatures gaming convention in the country.

Kent reviewed the codex release schedule for Warhammer 40,000 as he had heard it at Games Day. The Ork codex is already on the street. It has rules for all the Gorkamorka models. The Assassins codex will be inserted free in the August *White Dwarf*. It is being pitched as an equalizer for Imperial armies who have to take lots of "normal" troops against forces with extra-hard characters. The Eldar codex is due out on August 1<sup>st</sup>. The Imperial Guard codex is to be out in three months. The Harlequin and Tyranid codexes will be out sometime after that. The Sisters of Battle and Harlequin codexes were both on display at Games Day. The new Sisters codex is a thick book, not a "mini-dex." One piece conspicuously absent from Games Day was the supposedly upcoming Land Raider.

Jim Destromp called for a vote on the purchase of new chairs and a table. The purchase task will be assigned to Jim Thorpe, who works for a furniture company. Mike Clancy put in a request for

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captain's chairs instead of regular stools. Kent suggested checking Langley Auctions on Armistead for furniture and other bargains. He said he has seen stacks of games and gaming magazines go there for a couple dollars per box.

Noel called the meeting to a conclusion. Kent began setting up a vast array of space ship miniatures from Full Thrust and Fading Suns to demo Full Thrust. The game moved slowly, but was good fun.

## Extended Games Day Coverage

### Games Day US 99: a Review by Puddinhead

Well, just got back home from Games Day, and I'm here to tell you that it was superb! Unlike last year, you did not have to wait 6 lifetimes to play in any of the bring and battles. I stuck mostly to 40k, but Evil Homer tells me that he didn't have trouble getting into WFB battles. It seemed his only real complaint was that they were letting too many people into the battles. I did not have this problem at the 40k tables. All in all a good time was had by all.

Who among you went and what did you think of it all?

### Quick Games Day US Report by John Shirey

I was only able to attend Friday but it was lots of fun. I took my Khorne Berserkers and played in 3 Bring and Battle Games over the 5 hour period. Other highlights:

New Space Ork Codex was available and the Orks have been pumped up lots over the book army. They may have also had the new Space Ork regiment box.

At the UK guest table they had the following: Eldar Codex (finished version), Imperial Guard Codex (preview version). Both of these armies should do lots better now as the codices really increase power. New plastic Eldar sprue. They look great. 16 to a box. New Imperial Guard Catachatan sprue, new Space Ork sprue, new WHFB Ork spure, lots of other new models like Dark Eldar Hellions which look great. Sprues and rules for Mordheim the new fantasy skirmish game. Mordheim should be out either 12/99 or 1/00 and will be a box set with 2 war bands, Imperial of some sort and Skaven plus ruins. Warmaster demo, new epic (10mm) fantasy game which will be out Easter 00 and will be issued as a rules book only. The new 10mm figures look great and are detailed enough to tell what they are.

### Games Day Stuff by Corey Byington

I've just gotten back from games day and have loads for your rumor section. 1) They had the Imperial Guard codex for people to look at, the rules are finished but there where no pictures... Here's what I remember. Your basic HQ choice is a Command platoon (!) consisting of a command squad and 0-3, or 0-6 (can't remember) heavy weapon teams, with other infantry attached, and this is all one HQ choice.

Ogryns now get weapons that boost their strength to a 6!

Rough Riders cost 12 points with hunting lances that now double their I, hit w/ S 6 and allow no armor save! But only 1 use, and when used you only make 1 attack.

Infantry platoons are much the same, pick a command squad and 2-5 squads, command sections cost 35 points now while the troops are 60 points.

Armored Fists are now limited to 1 per platoon chosen.

Pay 25 extra points and your Basilisks (100 points) can fire indirectly with a guess range of 36"-120".

Hell hounds can move over 6" and fire the flame cannon, just not to the front as this would wash over the front of the vehicle.

A new Leman Russ variant is listed with a long barrel and the ability to fire AT shots.

A new model for the Sentinel will be released. It will have a variable weapon mount to go along with the new rules which allow you to buy different weapons for it, not just an autocannon. According to Robin Dews they are going to release accessory sprues for each of the different regiments, with the first being Catachans, all done by Jes Goodwin.

Power weapons and storm bolters are now officer and commissar only, so no more storm bolters on the sergeant.

All the old special characters are in the book including Mercheurius, and the Last Chancers.

A new elite called "hardened veterans" is in the list but you only get to get 1 per army.

I saw a glimpse of the new Imperial Guard plastic sprues which apparently will be Catachans, with others in the works.

2) Manfred Von Carstien will be getting his own model finally, it's finished and looks cool.

3) Mordheim will be released as just a book and no boxed set. It's now finished and Toumas had a copy.

4) Loads of boxed "gangs" for Mordheim are done and include a gang of female priests of Sigmar!

5) A new blood dragon mounted vampire is coming out, not that god awful one that was in WD 234 thank God.

6) According to Toumas, the Tyranids codex was/will be delayed due to Trish Morrison being sick.

7) Orks are getting one of the new regiment boxes, they had it for pre-order.

### Eldar Codex Rumors from Portent, July 15, 1999

Heavy Weapon Support choices are now Vibro-Cannon, D-Cannon and Doom Weavers (wasn't that an old Eldar tank also known as The Chain of Vaul?). Swooping Hawks come with Las Blasters which are simply Assault 2 Lasguns. Wraithlords now have toughness 8 according to one source. Striking Scorpions are now S4 naturally and the Mandiblasters are instead a preliminary hand to hand attack that uses the Scorpions initiative +2 and has AP5, Strength 4. Laser Lances are apparently similar to Mandiblasters but with Strength 5. The Wraithcannon wounds on a 4+, and instantly kills on a 6. Against vehicles it glances on a 4, and penetrates on a 5 or 6. Eldar missile launchers use plasma missiles as standard, giving them AP4 instead of 6 which frag gives. The Avatar now counts as a demon just like the Bloodthirster does for the purposes of weapons that specially effect demons. He also no longer gets his immunity to heat weapons (oh well, no more arguing that a las-cannon SHOULD'NT affect the Avatar). Squads within 12" are also inspired by his prescience and get to re-roll leadership tests (well it makes sense - being lead into battle by your war god would understandably do wonders for morale). Warp Spider Exarchs can get a Death Spinner with Assault 2. Finally the 2 Death Spinner Exarch gets rules!

### Warp Spider Rumors from Portent, July 13, 1999

Warp Spiders will apparently be able to move through terrain 12 inches in the movement phase, but instead of assaulting they can move another 2d6 inches, but are swallowed by the perils of the warp on a double. (Correction - apparently you only lose a single Spider). Death Spinners are also 24 inch rapid fire weapons with strength 6.

### Harlequin Playtest Codex Update by Mychal Kistler

I've noticed some interest in the Harlequins around here again so I'm going to post the new updates to the codex. This is official, the codex was at Games Day, though it was still very much a work in progress.

Shadow Seers and Death Jesters now wear holo-suits. So everyone in the army wears one. Death Jesters have BS4 (thank the laughing god). Harlequins now have the option for a Troupe Leader at +12 points. He has 7WS and 4BS and can have wargear. All the wargear related to movement (phase field, etc.) is independent's only. Characters can now have a bike at +21 points. They can also have a plasma pistol at +15 or fusion pistol at +18. Toupers have the option for 2 upgraded to carry plasma/fusion at +5/+8. Fusion

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Pistol Range 8" S6 AP1 Type: Pistol (at 4" rolls 2D6 for pen)  
Vyper Carrier is 35 points but can have holofield at +20. With holofield you roll 2 dice for damage and pick the lowest.(this is after the vehicle has been glanced or penetrated). I think that's it.

According to Tumoas Prinen this is the third codex to be released. So that means Eldar in August, [Imperial] Guard in November (that codex was there too), then Tyranids then Harlequins. Less than a year. There will be new metals because its a small army and plastics are too expensive.